

# COMPUTER GAMER

MAY 1987  
£1.10

GREAT  
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TOY MAKE

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BACK

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THE SECOND THRUST  
HALLO TO CHOLO  
ST AND AMIGA EXPOSED

COMPETITIONS

GUNSHIP

BUBBLE BUS

SSI STRATEGY



Monty Once More!



10..9..8..7..SUCCESS..6  
 5..4..3..2...FAILURE..  
 ..THE DIFFERENCE IS..  
 ..TIMING..

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Are you the one in a million who can think in microseconds not minutes?

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Screenshots are from original Amstrad game.

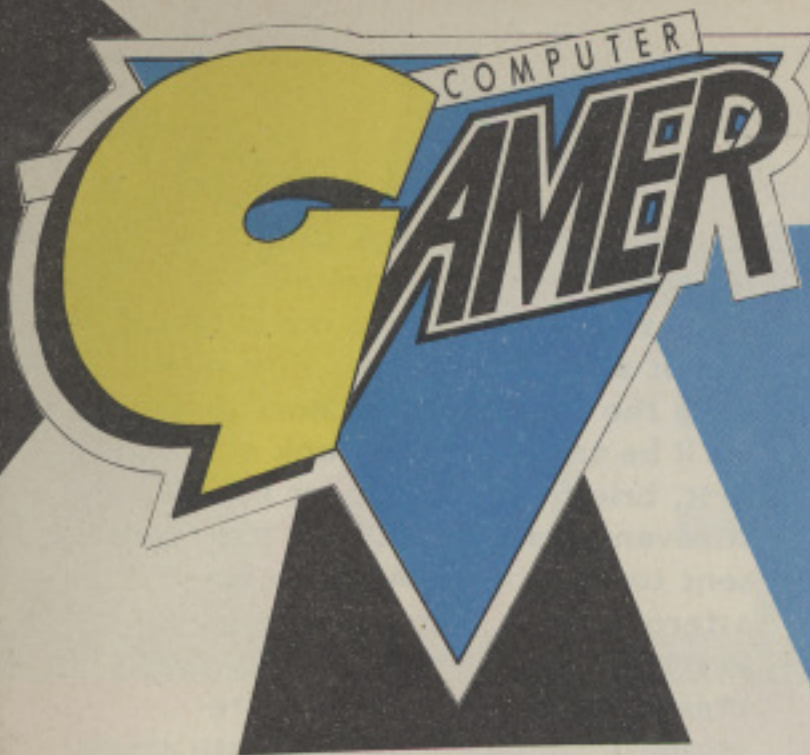
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 GAMES







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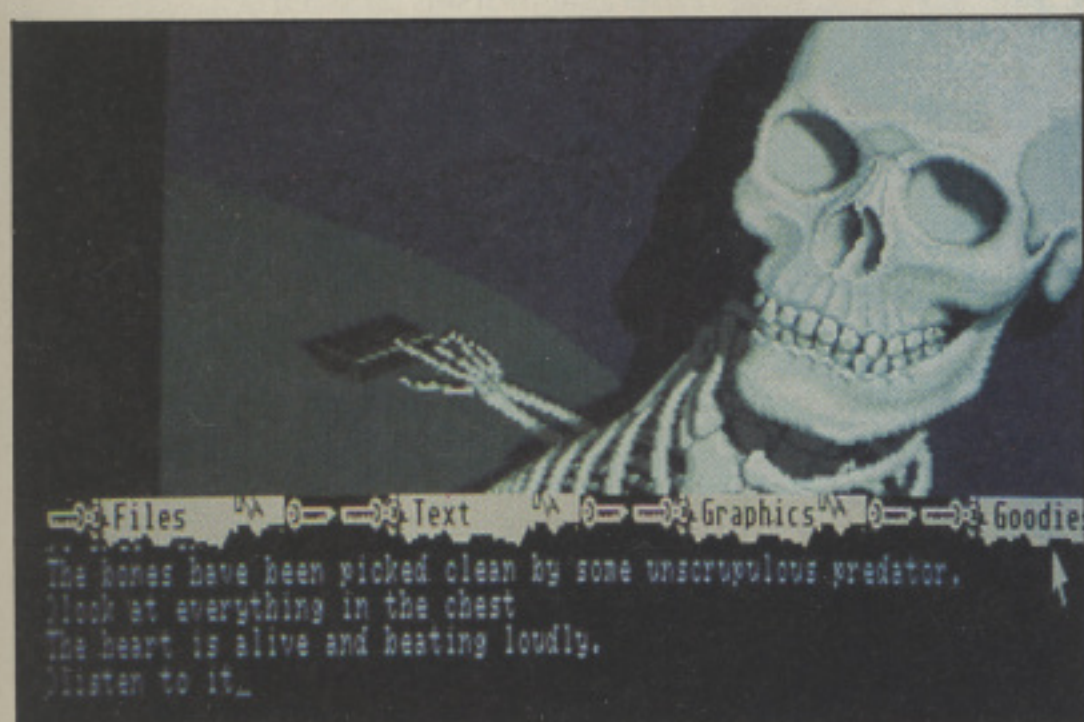
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## NEMESIS-2000AD

Martech has announced the imminent release of *Nemesis the Warlock*, a game based around the 2000 AD magazine character. The idea is that you help *Nemesis* in his battle against *Torquemada*, Grand Master of the Terminators.

*Nemesis* must battle his way from screen to screen against numberless Terminators in an attempt to meet *Torquemada* in a final showdown. Equipped with his trusty sword, *Excessus*, and a gun, *Nemesis* has the ability to breathe fire at his opponents if all else fails.

Martech also has a superb shoot-em-up in the pipeline. Programmed by Simon Nicol, who produced Martech's *Crazy Comets* back in 1985, this new game promises to be as exciting as its predecessor. Watch these pages for more hot news!

Contact: Software Communications, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE.

Tel: (0323) 768456

## BIG BUCKS FOR COMEDY DUO.

Dan Dare programmer, Andy Wilson, has joined Advance to bring comedy duo Laurel and Hardy to the computer screen. The sum paid at the end of eight months of negotiations has not been disclosed but marketing boss, Richard Stallibrass, described it as "substantial".

The game is a race between the player and the computer, or second player, to find a custard pie and slap it in the face of the other player's

## CYBORG AT LAST!

Cyborg is here! At last CRL (Cyborg's Running Late) has squeezed out its latest and is taking a shot at chart stardom with it. We have the technology so next month we'll be taking a close look at it but, first, briefly, *Cyborg* is set in 2087. A seven-person expedition has been sent to investigate *Avernus*, an asteroid which is hurtling towards Earth. The crew has been lost and a Mere man is not enough to re-establish contact with the team so a cross between man and machine is to be sent — *Cyborg*.

Other new titles from the CRL camp include *IQ*; *Oink!*; *Frankenstein* and *Jack the Ripper*.

*IQ* is a brain teaser, a battle between man and computer. *Oink!* is based around the comic (about pigs!) of the same name and should be a swine to play. *Frankenstein*, the follow-up to *Dracula*, is an adventure featuring truly gruesome digitised graphics. *Jack the Ripper* is the latest St Bride's whodunnit adventure set in the back streets of Whitechapel.

Contact: CRL, 9 Kings Yard, Carpenters Road, London E15 2DH. Tel: (01) 533 2918.

character, who can be either Laurel or Hardy. Produced in Cinevision it comes complete with silent movie organist. The game boasts 250 different scenes so no two games will ever be the same.

Also featured in the game are the crazy Keystone Kops and a bite-your-ankles dog.

Contact: Advance Software, 17 Staple Tye, Harlow, Essex CM18 7LX.

Tel: (0279) 4124441.





Training? Forget it. When it comes to educational investment the companies just won't play the game

# mEDitations

Would you believe a school leaver could design a house without the help of an architect? Or could a sixth former plan a trip to the moon? In both cases they would probably not.

Why is it then that the computer industry expects the same kind of people to produce state of the art software? Especially as training rarely progresses beyond hints, tips and minor modifications. If you want to be a programmer you're on your own!

It's about time the business orientated programming courses included a games programming option, especially with the job situation the way it is. For a school leaver programming can lead to a decent job.

It is true many companies have taken on some likely lads — not many lasses, however — only to be disappointed when their first efforts proved to be less than average. But often this is because they must work at home, so don't get any valuable input or stimulation from their contemporaries.

The established game writers of today are the brightest of the bunch, the innovators who have made games increasingly sophisticated over the years. But as standards have improved many programmers have fallen by the wayside and their replacements have been unable to get the necessary training to allow them to compete in an increasingly complex games programming world.

The days when a program coder was also game designer, graphic designer and musician all rolled into one are over. With Commodore programming, a growing appreciation of the value of music has led to the rise of specialists such as WE Music and Rob Hubbard. However, only a few companies use

separate designers for graphics, gameplay and coding.

It seems strange in a business where ideas are few and far between that the deviser of the gameplay only gets a tenth of the royalties that the coder receives. The number of people who can constantly devise original and addictive games are very rare, while coders could be ten a penny — with suitable training.

So it really is about time for the industry bods to get together to see if they can corporately stimulate the training courses the industry so urgently needs.

## SPECTRUM LEADS

It's strange but since Gallup began to take the budget market into consideration the Spectrum has done very well. The market used to be equally split between the Commodore 64 and the Spectrum but now the Spectrum is way out in front. The charts show that nowadays Spectrum owners account for around 45 per cent of the market, while Commodore has a mere 25 per cent and Amstrad 15 per cent. BBC and C16 owners barely register, and Electron, MSX and Atari sales account for just a few per cent together.

Are we to assume, therefore, that Spectrum owners prefer budget games? It would appear so. In the popularity stakes Mastertronic has replaced US Gold in the top slot as most popular software house, with Firebird Silver trailing along in third place. Considering that US Gold games cost three or four times more than either of their top slot competitors, the company's achievement is to be admired, but, undoubtedly, the budget labels are supported more heavily by Spectrum owners than by any other machine.

The main puzzle is the poor showing by Amstrad. What's the matter with you Amstraders? Don't you like games? According to Alan Sugar's figures, your numbers should give you a similar share of the market to Commodore, but this hasn't happened. Are Amstraders only into serious applications or easily pleased with few games?

## LIES, DAMNED LIES AND RELEASE DATES

In best schoolmaster tradition I would like to inform all software houses that Christmas will fall on December 25 this year and I want to see all of your computer software on my desk in plenty of time for the seasonal break. Hey, you at the back of the class, Telecom Beyond minor, are you paying attention? I'm *still* waiting for your Startrek project. Yes, I know you've finished it. I saw it on your desk last month, but it's not on mine, is it? Stop sniggering young CRL. It's not funny. I know your sisters at St Bride's are doing well but your Cyborg project was rather late, wasn't it?

Let's not have a repetition of last year, shall we, when most of you came skidding in at the last minute with feeble excuses and half-finished, dog-eared copies. When we start the new term in September we'll assemble in the PCW Hall and I want accurate release dates. And *anyone* who fails to submit their work before the Christmas holiday better have a very good excuse or their work will be penalised. And *anyone* who rushes their projects will be made to stand in the corner and wearing the duffer's cap. You have been warned!

Incidentally, about your Easter projects ...

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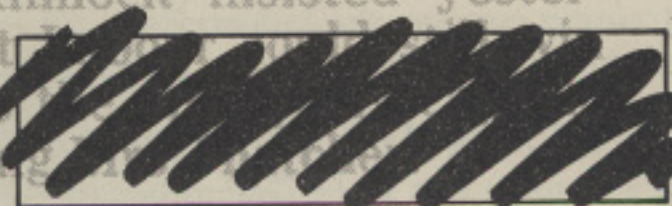
## Down to Basics

Games playing is great fun but a lot of people get the idea into their heads that they could do better than the programmers.

If you are one of these and you still find yourself at the I could but I'm doing nothing about it yet stage you could do worse than try a Basic programming course to get you going.

This all-purpose language has been derided for its clumsiness but as Sir Clive made home programming possible with it back in the early ZX computer days it caught on and is still with us and some fairly neat games have been written with it, too.

If you think you could write some even neater ones but need to get to grips with Basic properly first and fancy a few days at Stratford-upon-Avon this summer you could consider the summer school there at South Warwickshire College of Further Education.



however, will have to wait until the autumn for Trapdoor II when a new TV series is also going out on the airwaves.

## FLUNKY TIME

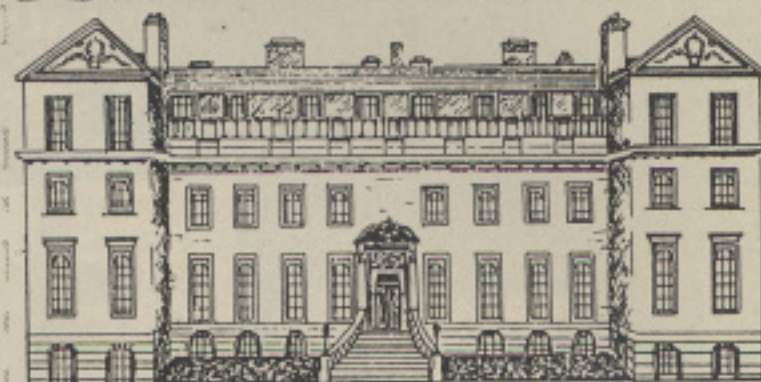
Piranha certainly didn't flunk out with its last game, the very weird Trapdoor.

And it aims to keep ahead of the game with its next release, Flunky, which is a right royal romp.

In it you get to play a, well, a flunky at good old Buck House. It's great fun, you get to round up the Corgis — great, eh! — and light the lights and fires, too. Electrifying. In between fawning and generally creepy crawling you have to run around avoiding various nasty strange creatures that lurk about the Palace. No, not Prince Edward in stage drag, although you could get his autograph and the other royals if you do your job well and don't flunk out.

Sounds like fun for royal fans and it's out this month. Trapdoor fans,

## SUMMER SCHOOL



# 1987

The college is running two computer courses, one in Basic programming and a second on computing for business users, between July 20-24. The emphasis is on 'hands-on' learning and the course caters for both beginners and those with previous experience.

● Details, costs etc from: South Warwickshire College, The Willows North, Alcester Road, Stratford-upon-Avon, Warwickshire CV37 9QR. Tel: (0789) 296696.



## TRIVIAL PAIR

Wow man, it's Neil innit?

No, actually, it isn't. These two hairy be-frocked specimens are original 1960s hippies and underneath all that hair are real over forties wrinklies.

What our pretty pair are really up to, however, is pushing the latest computer version of Trivial Pursuits — the Baby Boomer Edition. This edition is not for teenage general knowledge buffs though. The baby boomers are now all in their 30s and 40s even. They were born between 1945 and 1955 or so, when all those chaps fighting the war came back fighting fit for something else. The result — thousands of gurgling little bundles nine months later.

So if you were one of these, the Baby Boomer game might well be for you. If not, buy it for your mum and dad. Even Neil (from the Young Ones, ignoramous) would be stumped by the ancient pop and politics questions. Well, maybe not the pop, he's into Old English Music, isn't he?



## GUESS.....WHO'S COMING...



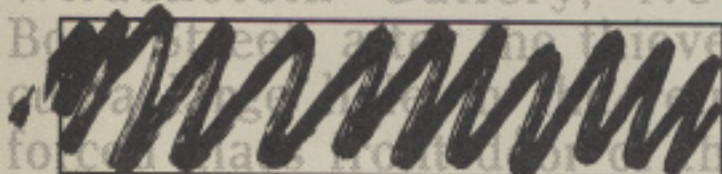


# PALACE BARBARIANS

Cast your peepers over this little trio, not so little actually except for the nine stone kick-sand-in-my-face weakling on the right.

Is this the silliest most sexist piccy of the year. Well, yes, so far.

Our terrible trio are advertising the latest fantasy game from Palace, *Barbarian* — another armchair beat 'em up combat game. Just for the record the three are (from left to right): Michael Vanwigk who, we are told, has a 53" chest and 31" waist (gasp, gasp, throw-up); the pneumatic (ie very curvy) girl is one Maria Whittaker, who normally takes her clothes off for the tabloids, and the one with clothes on is programmer Steve Brown. Well, Steve, you won't get the girl with muscles like those not with muscular Michael around, although, if Maria's sensible, she'll prefer brains to brawn — they wear rather better.



## ROYAL ROMP

If you fancy spending three weeks in Princess Di's wardrobe trying to wrinkle out the latest royal scandal with the help of only a few bugged Corgis then you are either a budding Sun reporter or a fan of Eighth Day Software's *H.R.H. The Computer Game*.

This irreverent Spitting Image style adventure which first showed up on the Spectrum is now available on the Amstrad but as a text only adventure.

However, the Speccy version got the thumbs up from reviewers so this Amstrad version — despite the lack of pretty piccys — may be well worth a look. Gamer reserves final judgement until our reviewers have given it the once over. But one thing in its favour is it's cheap at £2.99.

To whet your appetite here's what the storyline notes have to say. Apparently your dole cheque has got mixed up with queenie's and, despite the fact that hers features a long lovely line of noughts, you, mad patriot and gibbering idiot that you are, want to return it Herself.

The blurb says the game is "as mentally stimulating as a wet weekend at Balmoral" and — more promising — "less tasteful than Bob Geldof's jockstrap". Seems for some it's definitely a winner while others will demand that the programmers be shot and served up to the Corgis garnished with Sun reporters.

The announcement followed the relief yesterday of the



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**WHOOPS...  
...MISSED HIM**

**BEEP BEEP!!**

**ROAD  
RUNNER™**

**MAKE SURE YOU  
DON'T**



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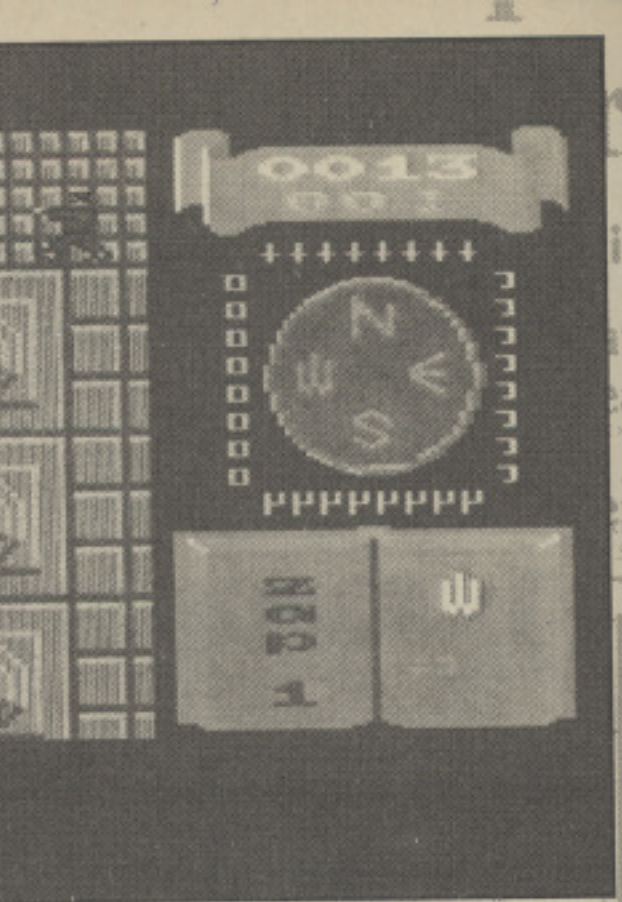
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**IT'S THE WIZ**  
Raise your spirits with what  
Melbourne House modestly calls  
— laying on the puns with a  
trowel, it's "wizard" new game.  
The game in question is  
called, would you believe, *Wiz*. It  
is, says Melbourne, a spell binding  
tale of magic and mystery from  
programmers, Simon Price and  
Mike Lewis. In it you play a  
lowly apprentice magician who  
wants to become a top wizard.  
You live, with lots of other  
sorcerors etc, in Midgard.  
To become top man you have  
to fill your empty spell book  
with incantations and your store  
cupboards with spell ingredients.  
Sounds simple but, of course, it  
isn't because running sideways in  
time next to Midgard is the  
gloomy, evil night world of  
Niflheim and you can't avoid  
slipping into it. The nasty  
Niflheim inhabitants there keep  
attacking you and make spell  
collecting very difficult, even  
fatal!  
Melbourne says the *Wiz* is the  
biz, Gamer awaits a copy but if  
you're interested now it is  
available on the Spectrum, C64,  
disk and cassette; prices from  
£7.95 to £14.95.

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# ACTIVISION IN ARCADIA

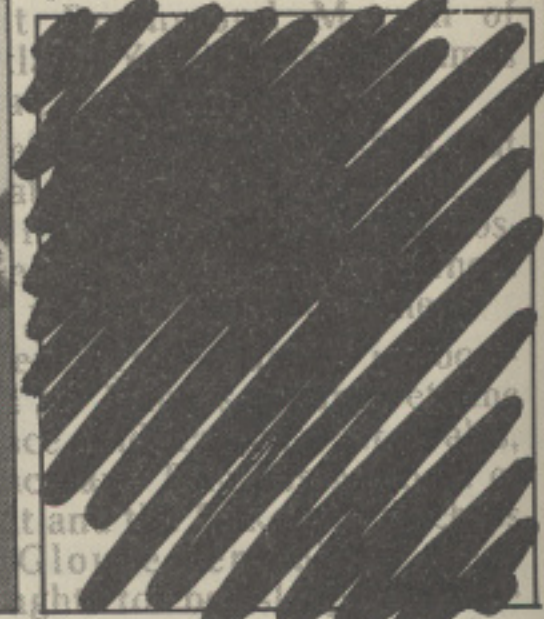
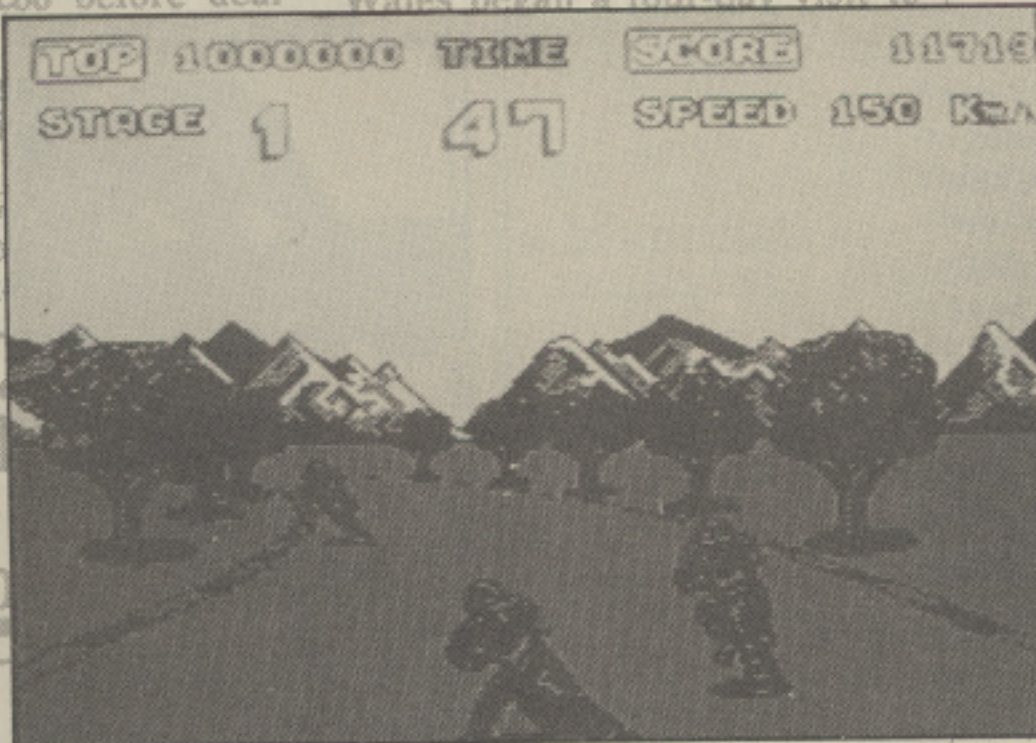
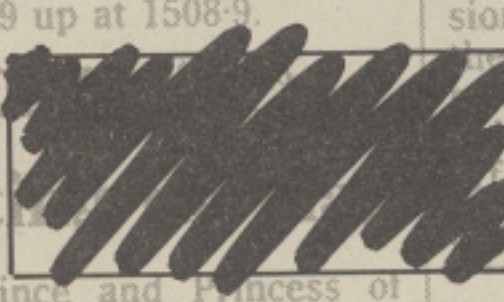
Arcade games rule, OK!  
Activision has acquired the rights  
to three new arcade titles from  
Sega: *Enduro Racer*, *Wonderboy*  
and *The Quartet*.  
One, *Wonderboy*, sounds a  
hoot. Our hero sports the latest  
in superhero fashion underwear  
— a nappy! But he's not as wet as  
he looks — one hopes — and  
with your help should be able to  
fight his way across hostile  
terrain to reach his girlfriend for  
a nappy reunion. A case of baby  
love rather than puppy love here,  
I think, but it all sounds like  
good clean fun.  
But it is the second release,  
*Enduro Racer*, however, that  
promises most. A biker's dream,  
it relies on ace joystick control as  
you reach speed of 200 kph on  
the trail bike course. Activision  
boasts that the game features  
"unsurpassed realism" — there is  
even a spectacular somersault if  
you lose control.

The last game, *The Quartet*,  
concerns a battle to save a space  
colony. Two teams — three chaps  
and a woman: the game is for  
two players — must blast baddies  
on several levels to reach a  
mechanical monitor, who must  
also be defeated to reach the  
next level. Team spirit and  
colourful graphics on this one  
boasts Activision.

All three games are available  
for the Amstrad, Spectrum and  
Commodore; prices £9.99  
(cassette) to £14.99 (disk).

# MINI BUS MAGIC

Another cheap and very cheerful  
game that was a full price hit is  
about to hit the high street.  
Bubble Bus Software is re-  
releasing *Wizard's Lair* on its  
budget Mini Bus label for the  
Amstrad, C64 and Spectrum. It  
costs £1.99 for the tape, £9.95 for  
the Amstrad disk.  
An arcade adventure, it  
features Pothole Pete who, while  
potholing, stumbles across the  
wizard's lair. Trapped, his only  
chance of escape is to find the  
four pieces of the Golden Lion.  
His search takes him through  
several levels of caves, passages  
and rooms. Strange creatures live  
in these which either help or  
hinder Peter in his attempt to  
escape.  
Good cheap fun from one of  
the few small independent  
software houses left and worth a  
look.





# Is This Really Auf Wiedersehen Monty?



Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.

Dops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.

**Monty**



**To  
MONTY MOLE  
FANS  
EVERYWHERE**

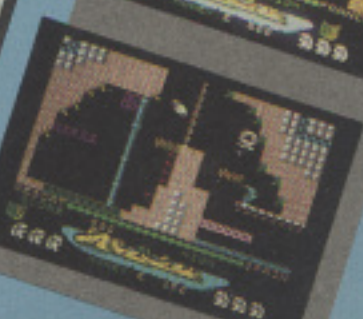
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See pack for details. (Poster free with every  
Auf Wiedersehen Monty purchased at branches of W.H. Smith)



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with all  
games**



MSX  
Spectrum 48K  
tape **£7.99**



CBM64/128  
tape **£9.99**  
disk **£14.99**

Amstrad  
tape **£9.99**  
disk **£14.99**

**GREMLIN**

Gremlin Graphics Software Limited, Alpha House,  
10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423





**Title:** Thrust II  
**Computer:** Firebird  
**Supplier:** Spectrum  
**Price:** £1.99



**T**hrust I was one of the most successful games ever. Certainly it was the most successful budget game ever. It was based on the simple concept of inertia, one of the Laws of Physics that most games seem to ignore. The game was a hit for the Commodore 64, Atari, Amstrad and the Spectrum at budget price. It was also a hit on the BBC Micro at £8. Definitely a budget game of full-price quality.

In Thrust I, your 'Asteroids' type space-ship had to pick up pods from planetary surfaces and escape, while avoiding gun emplacements, blowing up reactors and coping with inverted gravity. All good stuff.

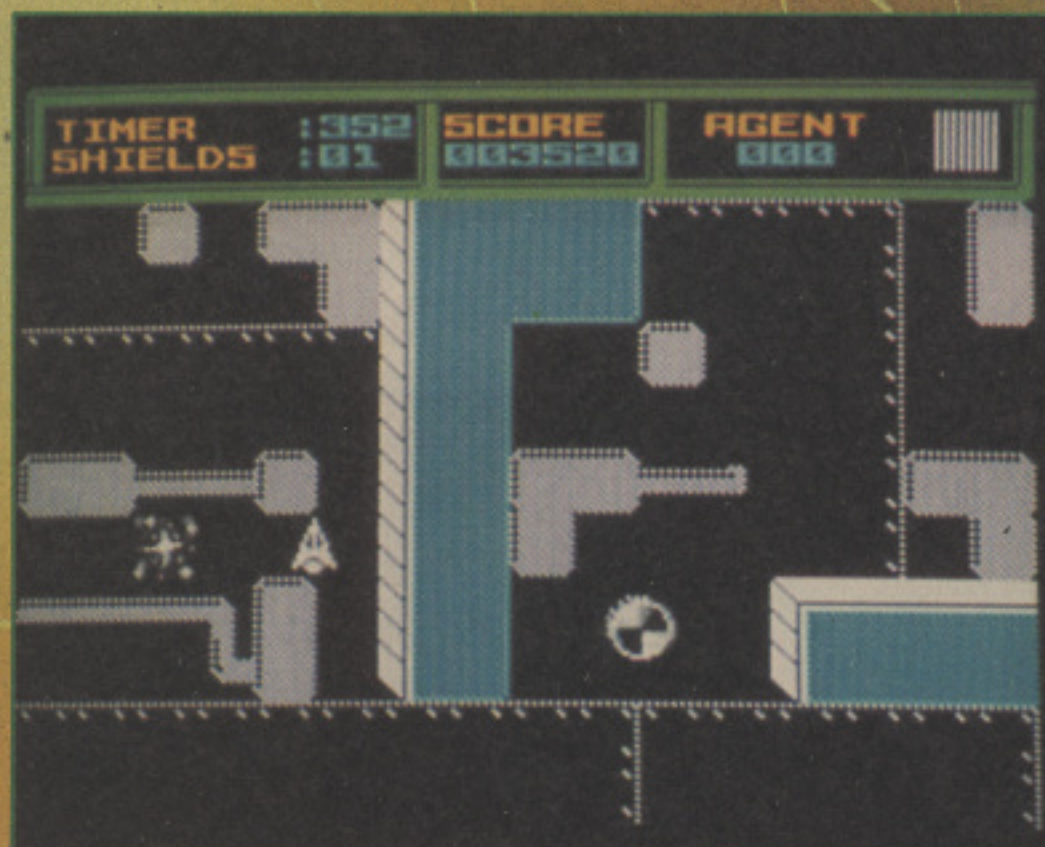
# THE ULTIMATE

Thrust II has the same theme. You still have to guide your dart shaped craft around, picking up pods on a tractor beam and worrying about the inertial reaction of a heavy object swinging about below you.

However, in this game things are a bit more awkward. The plot goes something like this: the war against the Galactic Empire (boo, boo) continues, but the Federal Resistance (hurry, hurry) has



## Is there life after Thrust? Yes, there's Thrust II



captured an artificial satellite called P2112 (shades of Rush here?)

This satellite is to be used as a forward base in the next offensive against the Empire (boo, boo). However, there is a problem. Isn't there always? The satellite was not finished when the Federation nabbed it. The surface hadn't been properly terraformed and, as a result, is covered by a poisonous red dust.

To cure this, atmosphere processing plants (looking suspiciously like orbs) have to be dragged up from inside the satellite and deposited on the surface in special holders. However, each orb has a limited lifespan and will explode after a certain time destroying the planet.

Another problem is that the satellite wasn't pacified properly by the Federation and stuffed inside are various security systems whose purpose is to stop anyone exploring the satellite planet.

Your job is to go down onto the planet, recover the orbs and deposit them on the surface in their special containers.

This makes the game into a mix between the old Thrust and an arcade/adventure/maze/problem solving game. The planet itself has two holes going down into it and there are two orbs on the surface so you can get your eye in for the difficult stuff to come.

Down below in the depths of the planet it is a maze and a map would be most helpful. Orbs are spread about at reasonable intervals and would be difficult to get to in any event.

The defence systems are a little bit tricky too, although there is a defence against them. Every now and then you come across a 'chemical agent'. This is a box that you can hover over — not too closely, mind you — and pick up with your tractor beam. When you have picked it up the type of alien that it can destroy will show up on your status screen as well as a counter that counts down the life of the unstable substances that constitute the device.

When you have one of these agents you can use your fire control to destroy all aliens of that type on screen at the time. Chemical agents can be used more than once but only while they remain active — they have a short life.

This game is a worthy successor to the original Thrust and contains all the aspects of the original and plenty more. The graphics are superb and the animation faultless and smooth.

There is no way that you shouldn't buy this game — at two quid it's a steal!

### SCORELINE

Impact	85%
Originality	75%
Gameplay	90%
X-Factor	95%

**OVERALL 87%**



# AMERICA'S favourite

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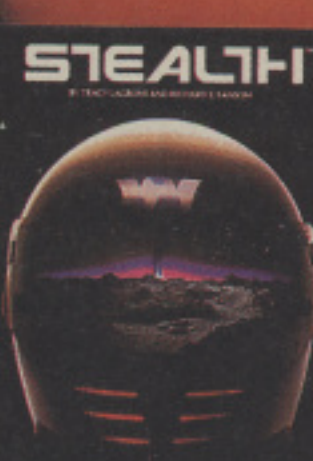
**Lode  
Runner**  
**GAME 2**



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# big value choice

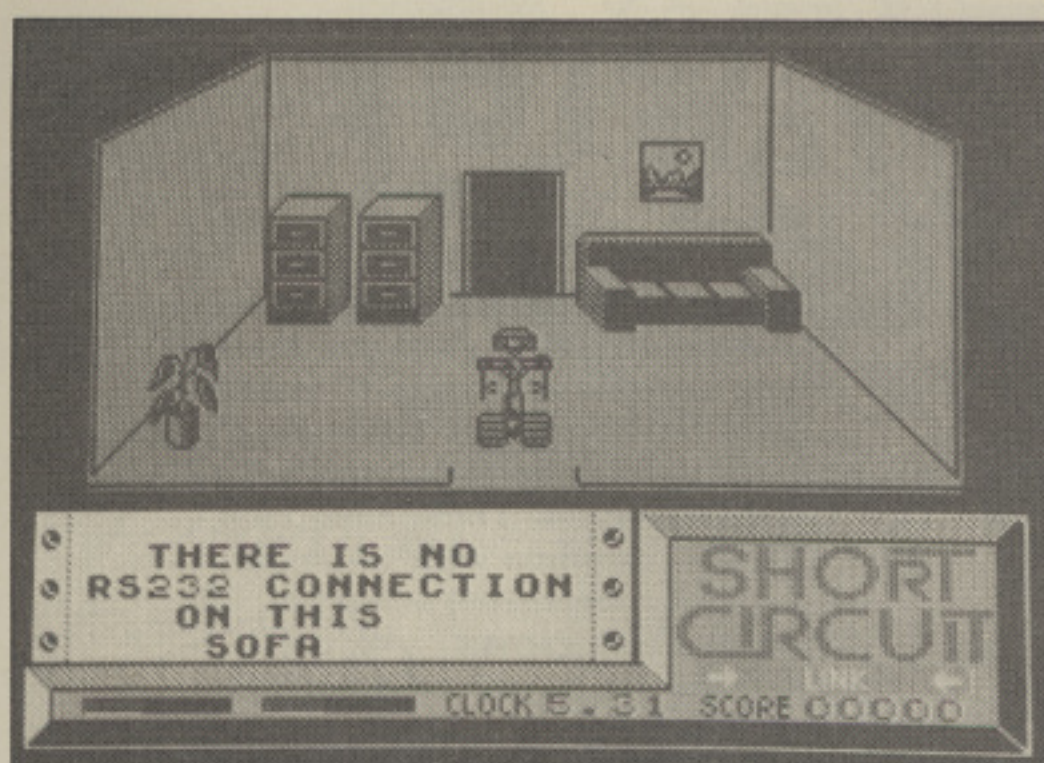
**CBM 64/128**

**Cassette £9.99**

# Broderbund







I'm not a number, I'm a free robot, claims the unlikely hero of one of the funniest films around. He's Number Five, a Nova Robotics military robot with a nuclear laser. He's also alive!

Number Five was hit by a lightning bolt and 'malfunctioned'. Now he's got thoughts, emotions and a conscience and he likes the way he is now and intends to stay like it.

However, the scientist who built him wants to dismantle him to see what went wrong, Nova's president wants him captured before he kills millions of people with his laser while the security chief just wants to blast him! Your job is to keep him alive.

Number Five begins the game in the Nova Robotics complex. He can move around using joystick or keyboard control but can't get very far. Luckily, you'll soon find a terminal that he can link with — using a LINK program — and can download three more programs that will allow him to SEARCH and USE objects and READ any input (books) he finds.

Now he can explore the complex and find objects such as video tapes, coloured door passes, keys, coffee cups and even a scared mouse. What you do with these objects will make the difference between escaping from the complex into part two of the

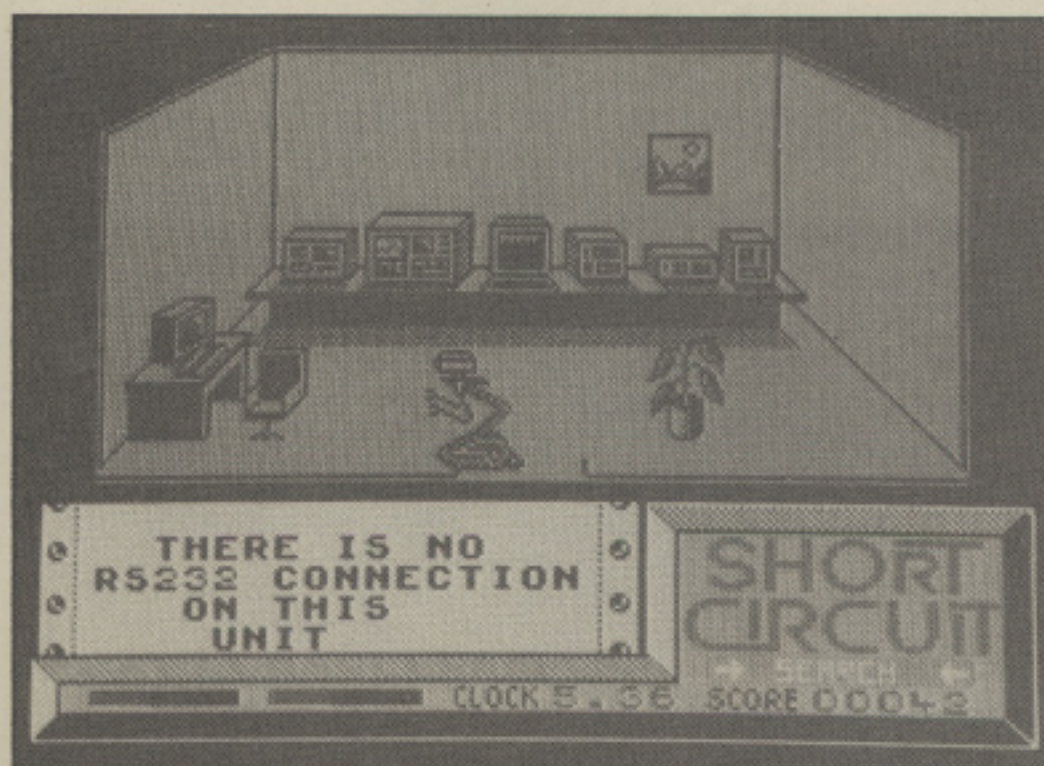
game and capture — which means you get disassembled.

Eventually you'll find a second terminal where you can load in three more programs with which you can LOOK, BREAK and DROP. LOOK is the most important command as Number Five will then be able to see objects more clearly and spot the difference between a desk and a fruit machine, and discover a use for a pound coin stashed in a plant pot: use the coin in the fruit machine and another full-scale fruit machine appears on the wall. I'm still trying to discover what you do with the new one!

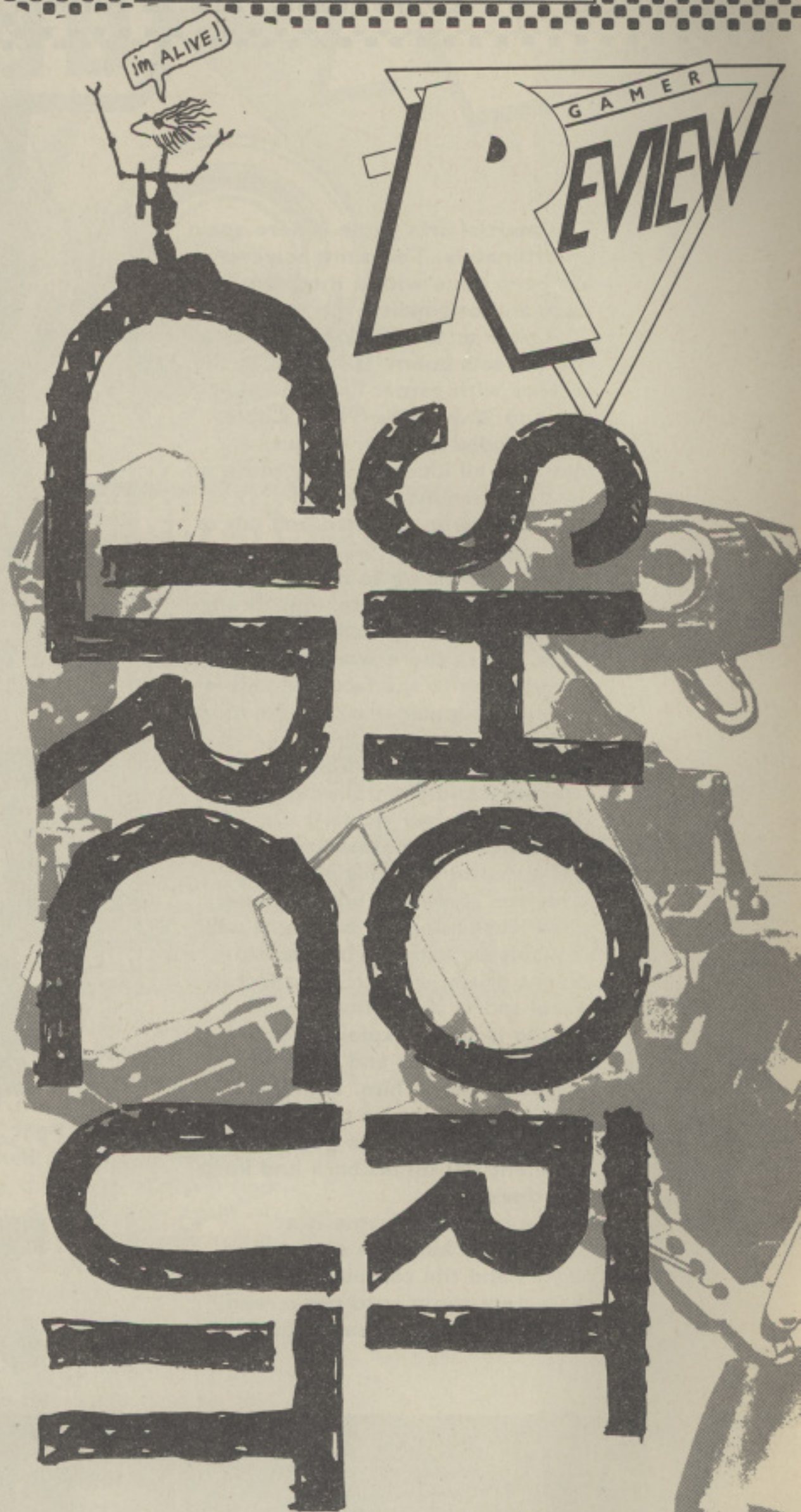
In part two you must literally run for your life — you find yourself being chased by Nova's guards and other robots. Luckily, you're armed with laser and jump mechanisms — you're meant to have found in part one, but you must try to only stun, not kill, your enemies. You must also avoid hurting the cuddly animals and birds that are in your path, otherwise you'll get so depressed you'll give in.

To fully appreciate the game — and distinguish it from other 3D arcade adventures — you'll have to see the excellent film. Only then will comments such as 'ooohhhh input' and 'disassemble' make any real sense.

TH



Title: Short Circuit  
Computer: Spectrum  
Supplier: Ocean  
Price: £7.95



## SCORELINE

Impact	75%
Originality	70%
Gameplay	80%
X-Factor	70%

**OVERALL 74%**



**Title:** Uchi Mata  
**Computer:** Martech  
**Supplier:** Amstrad CPC  
**Price:** £9.95 (cass); £13.95 (disk)

The martial arts game is here again unfortunately. This time however it has been done with a modicum of taste and originality.

A year or two back there was a martial arts boom. It started in the arcades with games like Exploding Fist and Way of the Tiger. Copies then flooded into our homes featuring all kinds of shaky plots, all revolving around animated characters who smashed hell out of each other.

It is interesting to note that amongst all the karate, ninja, kung-fu and plain smash-hell-out-of-each-other games there were no judo games, despite the fact that this is the most popular martial arts sport in Britain.

Perhaps the lack of blood, weaponry and generally offensive violent behaviour made it unattractive to the marketing bods. It is a shame that this particular game has come out now because, given what has gone before, it will probably be tarred with the same violent brush, when it is, in fact, a skilful sports simulation.

Judo is about exploiting your opponent's errors and using his weight to throw him. Points are scored by a judge on the quality of throws. The idea is to get your opponent flat on his back and keep him there.

The computer game is a competition between one or two players and the computer. When the characters come onto the screen they move towards each other, you

press fire when they come in range and pressing first gives you the best grip and the advantage. Pressing fire puts you into attack mode then you must quickly execute a sequence of joystick moves. These have very little in common with the multiple joystick movements of earlier martial arts games.

Take the tomoe nage for example. This is a throw where you roll onto your back, pulling your opponent on top of you and then, putting your foot in his stomach, you throw him past you. To do this, you are facing left towards your opponent you simply move the joystick right, then, in a circling clockwise movement, through 90 degrees. This is the sort of movement that you would naturally do if you were performing the throw. All the other throws are equally well thought out and the instructions says that more throws are possible than the four described.

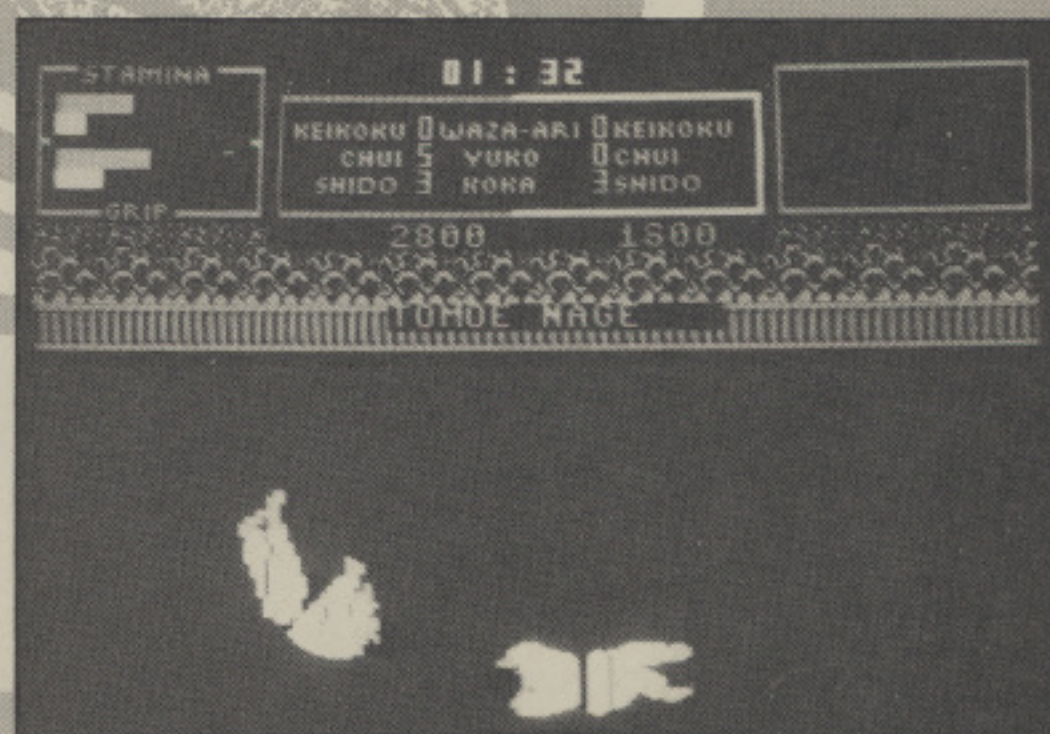
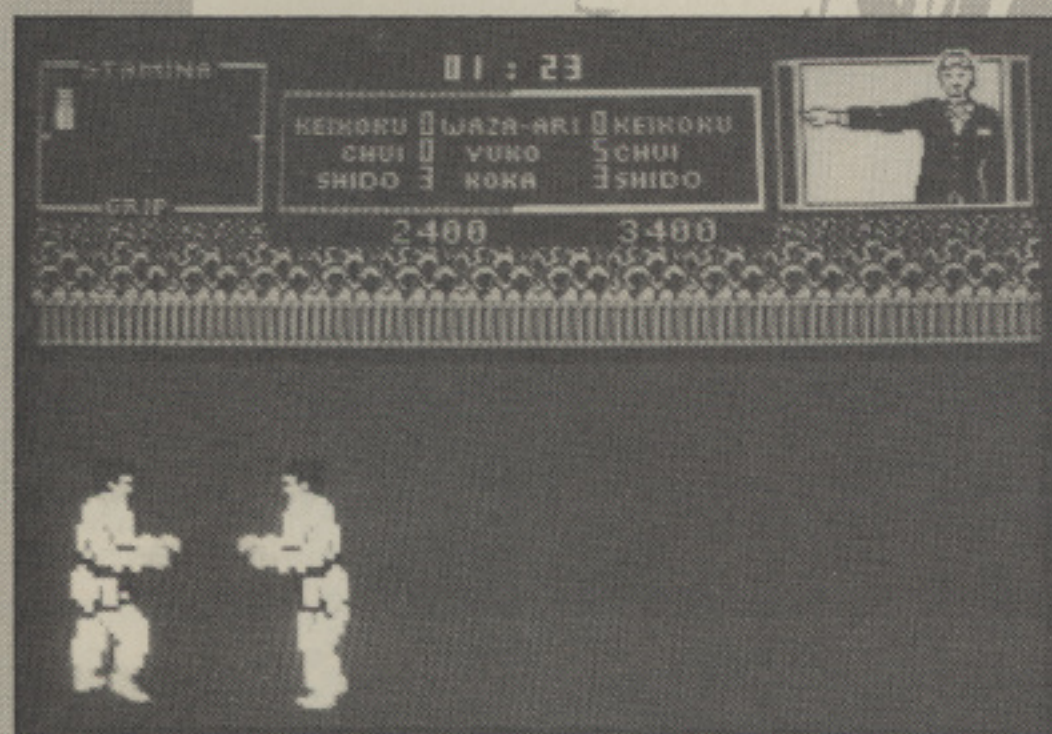
The game is very well thought out and the animation is good, using the Amstrad's 16 colour mode. The instructions are clear and it is fairly easy to get to a reasonable standard quickly which makes the game that much more enjoyable. **MR**

## SCORELINE

Impact	75%
Originality	65%
Gameplay	80%
X-Factor	80%

## OVERALL

**75%**





# RAID

## 2000

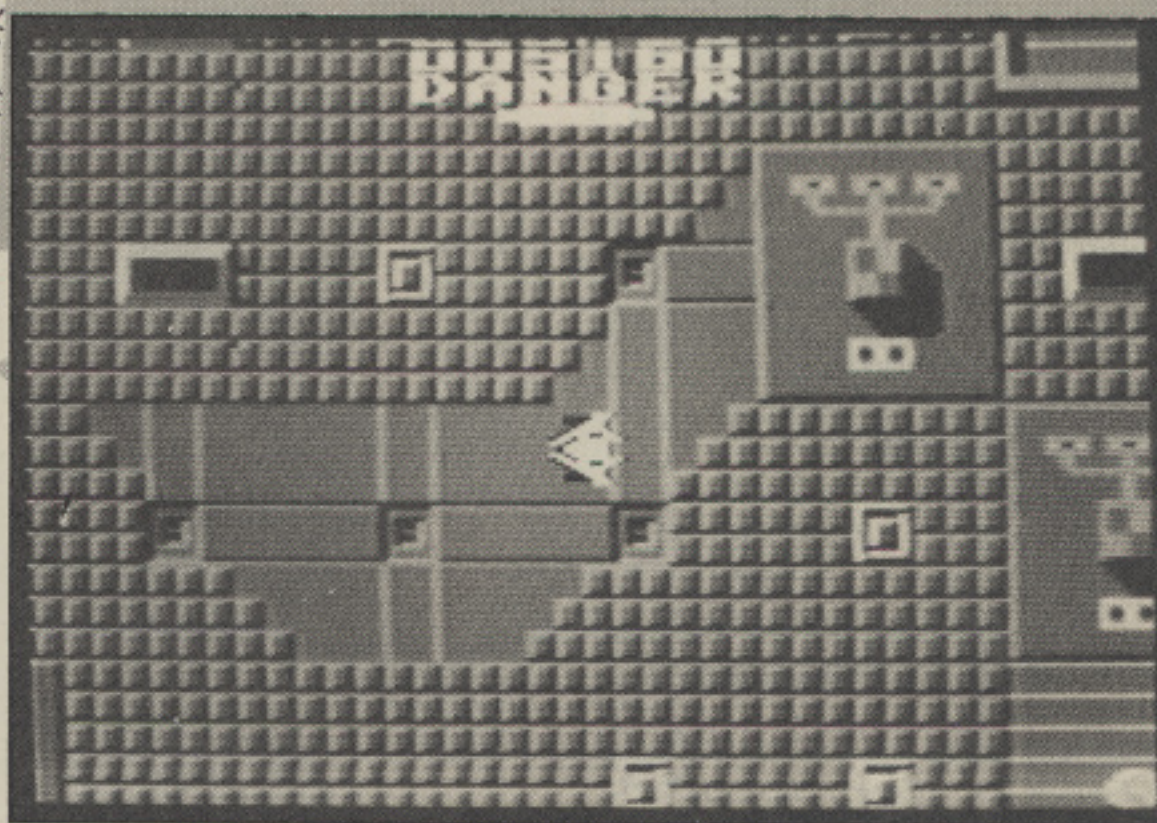


**Title:** Raid 2000  
**Machine:** C64  
**Supplier:** Mirrorsoft  
**Price:** £9.99

The year 2000 seems to be quite popular as far as game scenarios go. This time, once again Earth is under threat of imminent destruction and only you can save it and have to face up to the responsibility if things go wrong.

The cause of the problem this time are the Xanthids, an alien life force that needs the Earth's oxygen/carbon dioxide atmosphere for chlorophyll manufacturing(!) As usual, the resources with which you are equipped to save the Earth are minimal. They include four Raider type hypojets, but they haven't been fully tested yet and are only prototypes.

The game starts with a map of the world. This shows which areas have been over-run, or are in danger of being over-run by the aliens. You can drop a thermo-nuclear device on an area to put a temporary stop to the threat — the Xanthids must pose some threat if nuking the world is the preferred option. You can also launch your ship into any territory you fancy defending.



Now, you must fly around shooting the little beasties whilst avoiding tall ground objects and looking for the alien's fuel supply depot. Yes, it's Uridium, the game that launched a thousand clones, again. Save the Earth and you find you have to do it all over again — there is a second attack just around the corner, but you are given a fresh set of hypojets to retaliate with. Why were these not made available to you for the first attack wave a cynic might ask? They ask you to save the world then tie one hand behind your back.

Raid 2000 has reasonable graphics but uninspiring gameplay and plot. There are many better games on the market.

### SCORELINE

Impact	70%
Originality	35%
Gameplay	45%
X-Factor	35%

### OVERALL

**46%**



# WARGAME CONSTRUCTION SET™

**M**uch has been written about adventure game writers that you can use to generate your own graphic adventures. Now, at last, wargamers have their own very own battlefield builder program. It can create one or two player games that feature anything from the Romans to Rommel.

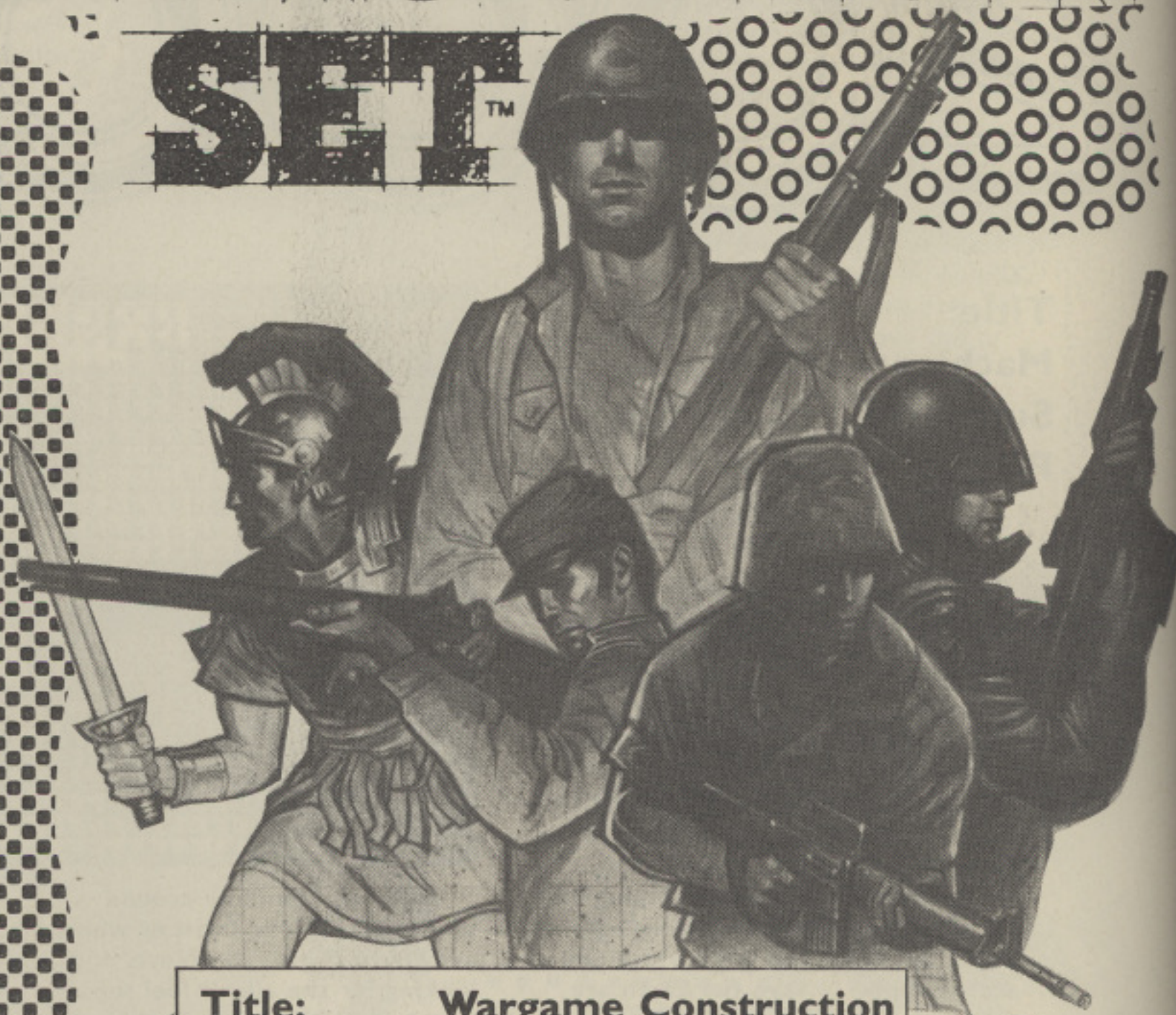
The Wargame Construction Set comes on two disks with a manual which contains eight ready to play sample scenarios and a fully worked example to show you how to construct a wargame. The sample scenarios also allow you to play a game without even loading up the game editor. These sample games — and, of course, the ones you build yourself, follow the standard wargame format in which you and the enemy take it in turn to move and fire. The action takes place on a map. The relative gains and losses are converted into victory points at the end of each turn so you have an at-a-glance guide to who's winning the war.

Whether your pet battle is a historical simulation, a fantasy or science fiction struggle you won't have any difficulty using the game editor to either change one of the existing scenarios or to build one from scratch. If you are starting from scratch then don't rush straight to the keyboard, you've got a bit of paperwork to do first. You need first to decide the strengths of the opposing forces and the format of the game.

You do this by assigning values to the eight factors that define a unit — you can build up an army of 31 units. These factors include firepower, defense, movement, assault, hand to hand combat, strength, the number of hits a unit can take, range of weapons, fire and unit type. You can also impose restrictions, for instance, tanks can't enter heavy woods or water.

Next you decide the scale of your battle. This determines whether each unit represents a single man, a platoon or an army! For example, if you define a unit as having high firepower, defence and range but no movement this could be, say, a gun emplacement or, perhaps, a wizard protected by a tower. A similar unit with movement could be a tank, rock-throwing giant or laser-firing starcruiser. The choice is yours.

Now you enter all this information into the computer with the help of simple joystick controlled menus that also allow you to alter colours to load and save scenarios from disk.



**Title:** Wargame Construction Set  
**Computer:** Atari 800  
**Supplier:** US Gold (SSI)  
**Price:** £19.99



Drawing the map is crucial to the development of the game as terrain can have a dramatic effect on a battle. Map drawing is also joystick controlled. There are various construction blocks at the bottom of the screen which when selected can be painted onto the scrolling map by a simple press of the fire button. The program includes 10 different bends and straights for roads, 10 river sections, top, left, right, bottom and middle sections of woods as well as buildings, mines, bridges, hill tops, slopes and individual trees. Different terrains can be any colour so your trees, for instance, could be Martian red. The results of your labour can be saved onto disk for playing or improving on later.

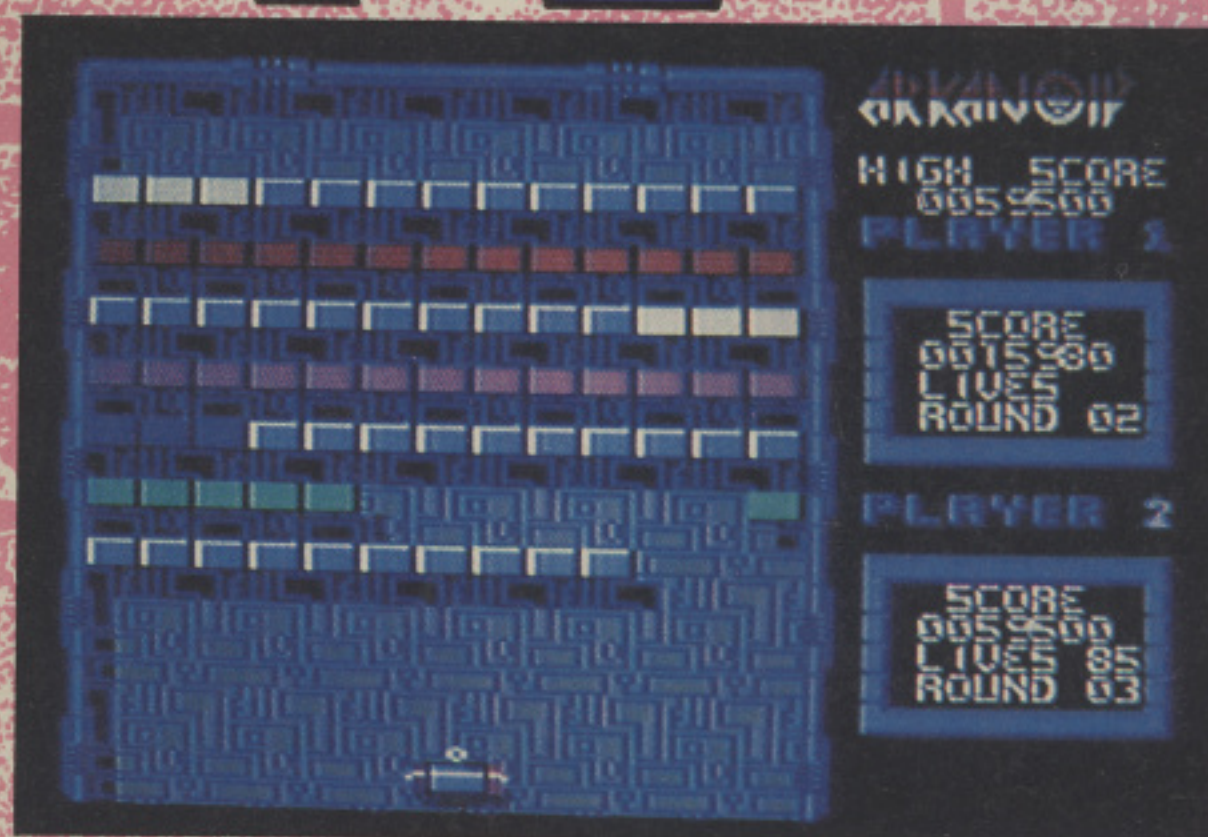
Naturally, being a construction set, the program has its limitations but I think most people will find that two 31 unit armies fighting over a scrolling 60 by 60 square map enough. Now then, you've got no excuse not to try a wargame because, if you can't find one you like, you can build your own!

## SCORELINE

Impact	75%
Originality	60%
Gameplay	75%
X-Factor	80%
<b>OVERALL</b>	<b>73%</b>



The official arcade conversion of the son of Breakout is bound to create a stir. Gordon Hamlett indulges in a mortar attack



**Title:** Arkanoid  
**Computer:** C64 and Spectrum  
**Supplier:** Imagine  
**Price:** £8.95 (£7.95 Spectrum)

# ARKANOID

New Breakout games proliferate thick and fast. Last month, we reviewed Krakout from Gremlin and, just in time to miss the final deadline, Arkanoid from Imagine, the officially licensed coin-op conversion, arrived.

Arkanoid is an okay sort of game. It concerns the spacecraft Vaus, the only part of the mothership Arkanoid to survive when the latter was destroyed. Vaus is now trapped in the void by the Dimension Changer and must battle its way through some 32 different levels before facing up to a final confrontation. Sounds impressive doesn't it? But it's only when I mention that the Vaus moves left and right along a baseline and penetrates a level by controlling a ball, sorry energy bolt, to knock out bricks in a wall that the plot becomes clearer.

Of course, there is a bit more to the game than this. Hitting certain bricks releases energy capsules of different types. Catch one of these on your bat and you benefit accordingly. For instance, the ball can be slowed down, or split into three separate units; your bat can expand in length, or become magnetic, so that the ball sticks to it on contact — very useful for aiming at the corners. You can also blast bricks with a

laser or open a secret passage onto the next level. Finally, there are extra lives to be gained as well as those awarded for every 20,000 scored. Each of these bonuses lasts until you catch the next capsule. It is a great temptation to go for these capsules regardless, especially the extra lives and level warps. But doing this, if you are anything like me, usually results in you losing both.

The coloured bricks require only a single hit to destroy them but the grey ones may be either completely indestructible or need several hits before they vanish. This causes problems in later levels when there is a whole wall of them and they each require five hits. What is worse, if you lose a life the counters all reset so that you have to start from zero again.

There is also a wide selection of aliens floating about that interfere with your ball but this in only a problem when they are near your bat. The angle that the ball travels depends on whereabouts on the bat you hit it but there it has an annoying habit in the Spectrum version of the game of seeming to pass through the bat when you hit it near the edge.

There is a two player option but this might not be too much fun if you happen to be player one on

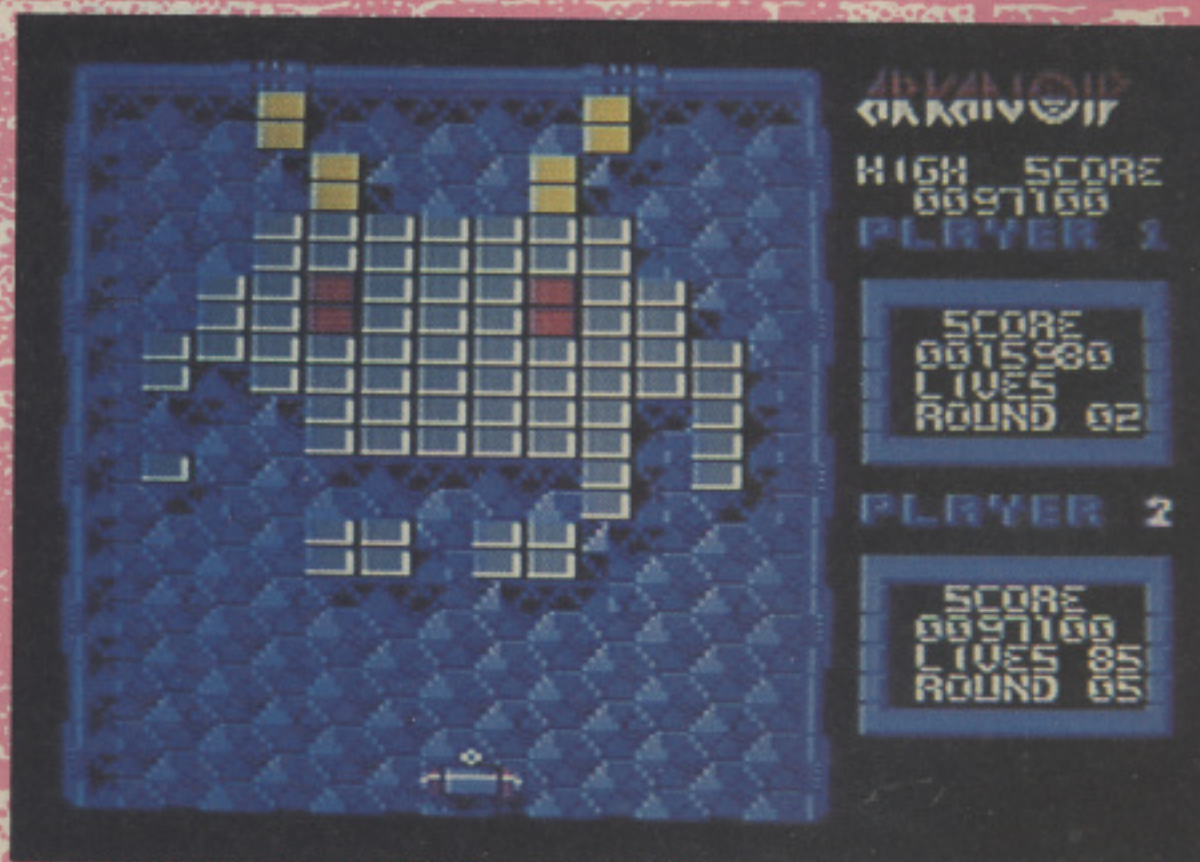
the C64 version as a bug means that as soon as player two scores 20,000 points he gets an extra life every time he hits a brick!

The big question is should you buy Arkanoid or Krakout! My preference, I am afraid, is for the latter. Sixty seven more screens plus expansion set to come and a greater range of game control options give it a decided edge and I found it more playable too.

## SCORELINE

Impact	65%
Originality	40%
Gameplay	65%
X-Factor	55%

**OVERALL 56%**







# CHEAP THRILLS

**Title:** Transmuter  
**Computer:** Spectrum  
**Supplier:** Code Masters  
**Price:** £1.99

**D**eep in the depths of the earth are a series of defensive caverns built by your ancestors as they retreated from the failing Sun. Generations on you, an off worlder, must fly a ship designed to destroy these ancient defences so as to save unwary space travellers from destruction.

The ship you fly has been custom made for the job and is described as a "total aggression fighting machine armed with a standard photon cannon and a very non-standard transmuter."

By the transmuter will you succeed or fail as it can suck in raw material from anything you blast and rebuild the material into pre-programmed forms which will provide you with anything from extra speed units, double fire power, lasers or shields. So the more you blast the stronger your ship becomes.

You must battle your way through narrow caverns whose walls as deadly as the vices they contain. It's incredibly easy to lose a life by crashing into a wall while attempting to, say, take out one of the limpet guns that make life in the caverns very difficult. You must also destroy the aliens that stream

out of generators, the robots that roll along on tracks as well as hover just out of reach until they're ready to strike.

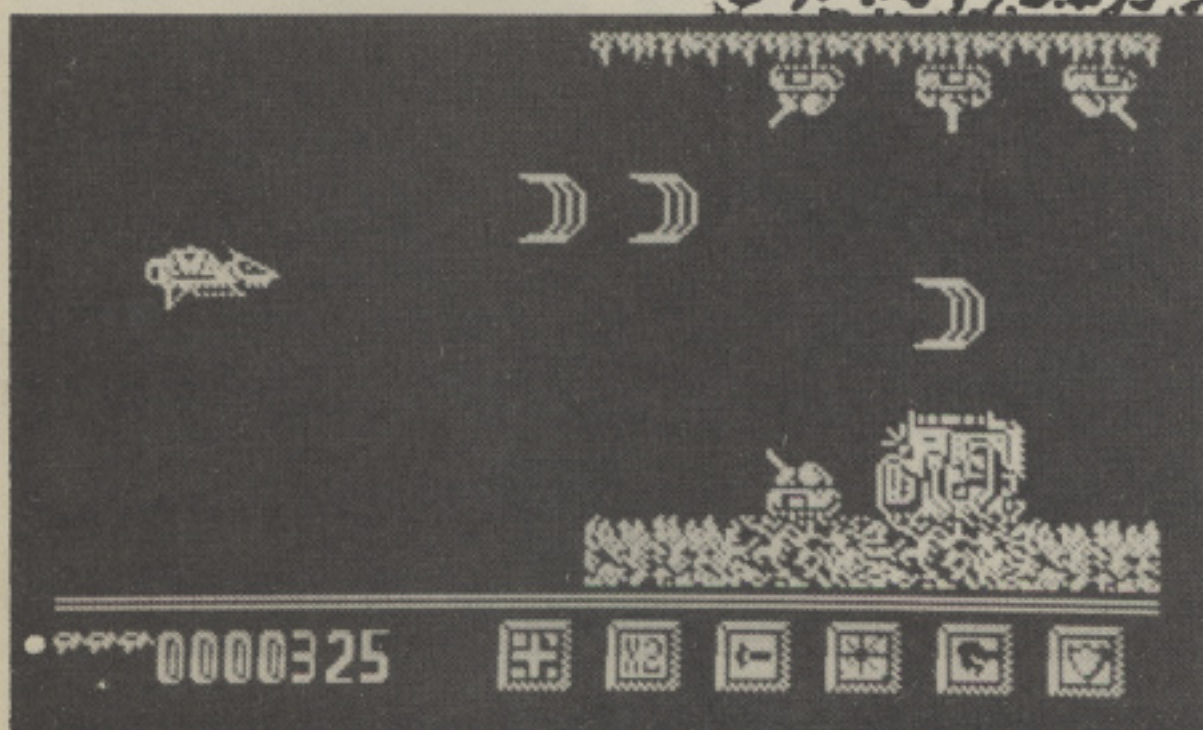
Another great arcade game this, that shows there's still life in the old scramble style of game.

T.H.

## SCORELINE

Impact	70%
Originality	55%
Gameplay	85%
X-Factor	70%

**OVERALL 70%**



**Title:** Ice Hockey  
**Computer:** BBC/Electron  
**Supplier:** Bug-Byte  
**Price:** £2.99

Sometimes a game comes along that takes your breath away with its verve, originality and technique. Such games are rightly awarded high marks in Gamer. Other games are unplayable, again the marks reflect this. What can you say about a game that deserves reasonable marks *despite* being virtually unplayable, having state-of-the-art circa 1983 graphics and doesn't scroll, now usual in sports simulation, but uses three switchable screens? I suppose you'd have just to say that it is Bug-Byte's Ice Hockey.

It's a strange game. There is little detail, virtually no control over the player you want to control and every shot leaves the screen before entering the next screen a moment or two *before* the players appear on the ice! Yet, it is very addictive partly because of its faults!

Richocheting off the sides of the rink, the puck develops a fair

speed and it is amusing to watch the program trying to keep up with it!

I like Ice Hockey despite its obvious flaws. It is, after all, a budget game and, I suppose, we should not really expect too much. Whatever it is though it is not an adequate ice hockey simulation and really its release does not do Bug-Byte any favours.

It is cheap, though, and worth some attention — you might enjoy it. After all, someone at Bug-Byte thought enough of the game to release it . . .

## SCORELINE

Impact	60%
Originality	60%
Gameplay	30%
X-Factor	50%

**OVERALL 50%**



**Title:** SOS  
**Computer:** C64  
**Supplier:** Mastertronic  
**Price:** £1.99

Sidney the droid has crashed on an isometric planet and can't find his way home. He needs the radio which flew out of his spacecraft when he came down to earth with a bump.

Sidney's new home is a strange world patrolled by unfriendly droids who wander around the same old circuits for eternity. Contact with them is fatal but Sidney must run the gauntlet of them if he is to escape. Days are short on the planet and so are the nights, but the old droids keep on marching on relentlessly whether it's dark or light. With no moon to light his way the best thing Sidney, who has landed at night, can do is to hide in a safe corner until dawn — unless he can find a lamp.

Moving about the maze, Sidney discovers that some of the pathways are blocked by barriers and

old computers. The computers are easily removed if he can find disks to feed them with. If he can find a flag and raise it on a flagpole, other barriers will disappear. But a few stubborn barriers require a little more work. These are operated by a ticket and tickets cost money. If Sidney is to find his radio he has to pick up coins spread around the planet, locate a ticket machine and then feed the ticket into the barrier. With a lamp this is hazardous — Sidney needs to constantly cross the droids' path, without a lamp it is almost impossible.

As 3D mazes go, this is a fairly run of the mill romp through a hi-tech landscape. Its one saving grace is the day and night scenario, the screen colours gradually change as the pitch black nights fall. Add to this the budget price and you have a game which will entertain for

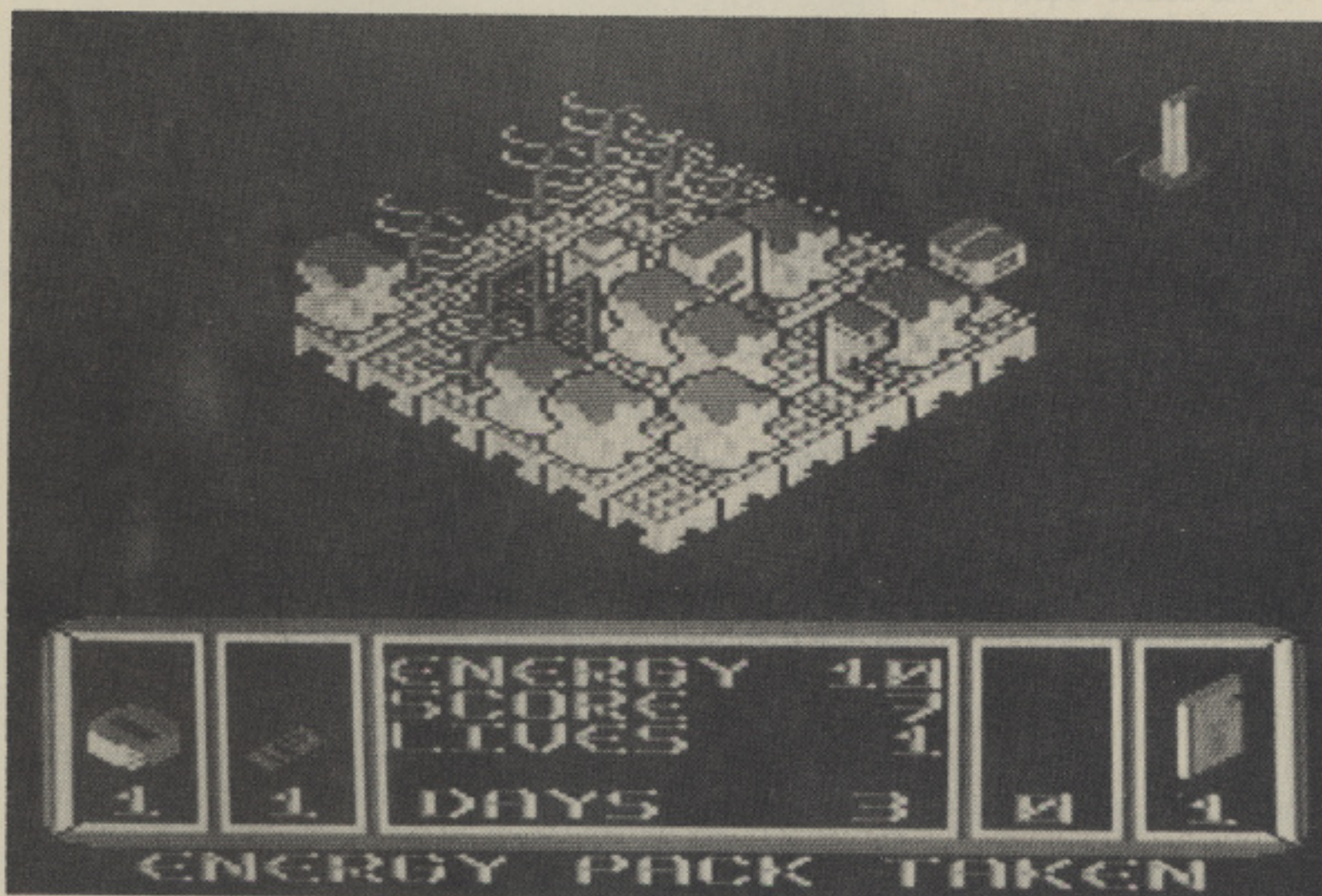
hours on end assuming you like mazes. If you don't own a maze game and would like to then this is a budget bargain.

The map is large and time is wasted trying to find a place to hide when the screen is shrouded in the total blackness of night, so finding the lamp is your first priority. But each time you play everything remains in the same place so mapping will eventually reveal the secret of the missing radio. Good hunting. **ED**

### SCORELINE

Impact	70%
Originality	45%
Gameplay	70%
X-Factor	60%

**OVERALL 61%**



**Title:** Plan B  
**Computer:** BBC/Electron  
**Supplier:** Bug-Byte  
**Price:** £2.99

Now this is a gem. Fast-moving, colourful, lots of action and detail, and compulsive! Programmed by newcomer Andrew Ford, the game involves a small war drone lost within a giant computer (lots of switchable screens) — the aim: escape and, if possible, blow up the computer. Easier said than done.

Every screen comes with a wide selection of nasties who can be shot but seem to instantly regenerate. Also around are various computer parts that can be shot for bonus points, as well as a number of direction keys which allow you to enter different parts of the complex.

Demanding either a map or a good memory, the game involves a search through all the rooms whilst avoiding the nasties which move very quickly and can soon use up all your energy and ammunition.

Overall the game is a winner. The infinite energy poke merchants will have to really get to work in order to give anyone normal a chance of finishing the game, but even when you die quickly you find you have a compulsive urge to try again.

Large objects, lots of detail, fast-moving — what more could you want? At full price I would still recommend this, at budget price it's a steal. One of the 'sleeper' games the intelligent gamer will play over a long period — there is a lot to return to. Well done Bug-Byte!

### SCORELINE

Impact	85%
Originality	70%
Gameplay	90%
X-Factor	80%

**OVERALL 80%**

**Title:** Bar Billiards  
**Computer:** BBC/Electron  
**Supplier:** Blue Ribbon  
**Price:** £2.99

This game is a bit unusual. We've had snooker and billiards but this is the first bar billiards game I can recall. For those who don't spend their lives in pubs, bar billiards is an unfuriatingly difficult game with

small skittles/pegs on the table as well as a selection of potting holes. Balls must be potted, skittles must not be knocked over. Difficult, eh!

The game does not do anything spectacular as far as the control of

speed and direction are concerned. It is fairly standard stuff, but the presentation of the table is neat and clean. One or two player option and a simple on-screen display are nice touches too.

However, at the end of the day, how you respond to this game will depend on personal taste. For what it is, the game performs well, but how many people want a standard bar billiards game is another matter. Much as I enjoyed playing around with it, I don't think

this is a game I would return to very often.

### SCORELINE

Impact	60%
Originality	50%
Gameplay	65%
X-Factor	65%

**OVERALL 60%**



**Title:** How to be a Hero  
**Computer:** Spectrum  
**Supplier:** Mastertronic  
**Price:** £2.99

**S**o you think you're a hero? Well, I've news for you, just because you've saved the earth countless times doesn't mean you're a *real* hero. For those who dispute this here's three challenges to test how much bottle you've got — each game features an easy way out for bottlers.

The three games are actually Gauntlet/Storm style games in which you must explore rooms packed full of nasties, find 24 pieces of whatever you're looking for, collect other treasures and supplies to keep you going, or you can head straight for the exit.

In the first game you

discovered an ancient Egyptian tomb and shut yourself in! To get out you have to find keys to match seven different types of doors, ward off the nasties that swarm around you and fight your way to the exit. If you want to try for *real* hero status you also have to collect the 24 pieces of an ancient tablet for the museum you work for.

In game two you are in a space station collecting door passes and 24 pieces of a circuit board and parts of an important document. In game three you're an army officer exploring a mutant city after the holocaust.

During all three your energy is

displayed by two pineapples that are eaten away as you're attacked by the nasties and restored when you find food!

Three Gauntlet/Storm games for the price of one budget game, can't be bad, eh!

T.H.

### SCORELINE

Impact	70%
Originality	55%
Gameplay	70%
X-Factor	70%

**OVERALL 66%**

**Title:** Hollywood or Bust  
**Computer:** Amstrad  
**Supplier:** Mastertronic  
**Price:** £1.99

**C**ameras. Action. Roll 'em! It's movie madness on and off the set and it stars you, as Buster Baloney, in a budget musical production.

Well, that's what the inlay card says. What the actual game is all about is another matter.

It is set in a 1920s movie studio. You play Buster who is in search for five 'Oscars' hidden around the studio. Ghosts and security guards try to stop him, while his only weapons are custard pies!

The game is a room-to-room indoor maze chase with each room scrolling by and with one or more enemy mobiles in each. Flinging a pie at an enemy will distract it — well it would anyone! Every room has an exit of some sort, usually one which leads to the street. Outside the studio a Keystone Cops style chase is in continual progress. Out here you make your way to a custard pie dispenser to get more ammo.

In this outside sequence you have to dodge through moving barriers in a 'Frogger' like manner, while inside the game is completely different. More than half the screen is taken up with functionless decorative graphics and the small area that is left has graphics that are so big there is little room for anything else.

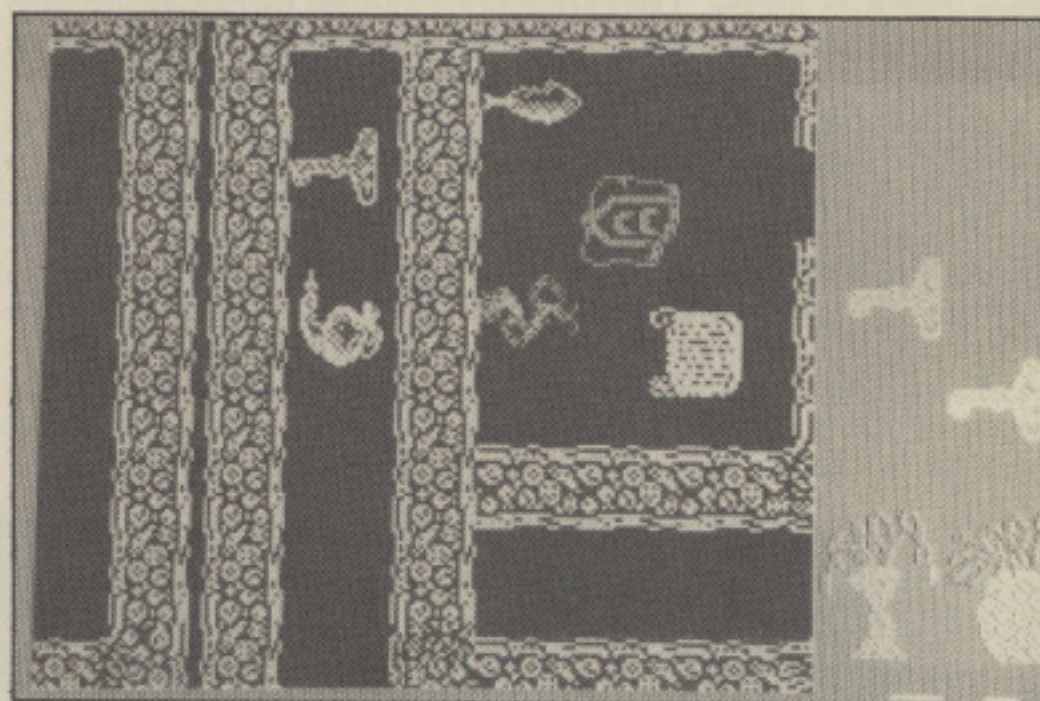
The idea behind this game is good but this is not a very good game and a budget price justifies little these days. It seems even Mastertronic can come up lemons occasionally.

MR

### SCORELINE

Impact	45%
Originality	75%
Gameplay	40%
X-Factor	30%

**OVERALL 48%**



**Title:** Brainache  
**Computer:** Spectrum  
**Supplier:** Code Masters  
**Price:** £1.99

**Y**ou've done it again. You've left all your mining equipment in the Stella mines on Nesbit. No wonder the rest of the crew of Rotar 1 are laughing at you and calling you brainache. This time, however, you're determined to show them and not only collect your equipment but also delve deeper into the ancient mineshafts and find the fabled Anatese diamond.

But this isn't going to be very easy as the mine is packed with miner-eating plants, nasty animals and insects and traps to capture the unwary gamer such as a wagon that runs down the mine track and threatens to crush you.

The action takes place against some of the best platform game scenery yet seen on a Spectrum game. The spaceship lands in amongst rolling mountains, stalactites hang down the crevices of the mine shaft and winding paths and giant spiders webs are also scattered liberally around the caverns.

Unfortunately, there is a price to be paid — our hero is only one character high, a mere smudge against this impressive background. And, as soon as you move him, you realise he is restricted to certain paths. This cramps the gameplay as he moves around a jerkily scrolling screen.

The game itself involves problem solving and the collection of objects. A standard platform game which shouldn't disappoint it's players. Definitely another fun but professional program from Code Masters.

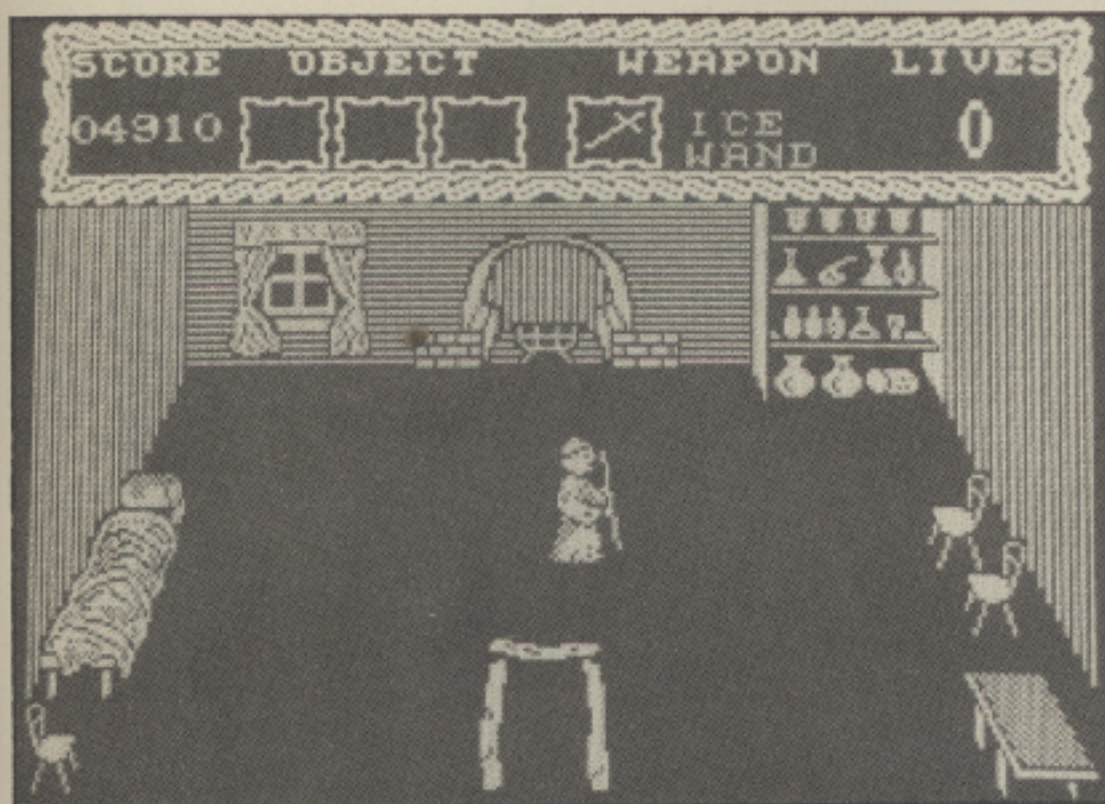
T.H.

### SCORELINE

Impact	80%
Originality	35%
Gameplay	55%
X-Factor	60%

**OVERALL 57%**





**Title:** The Curse of Sherwood  
**Computer:** Spectrum  
**Supplier:** Mastertronic  
**Price:** £1.99

**R**obin Hood and his merry men have faced danger before but never anything as evil or powerful as the Cult of Sagalia.

As Robin fights a valiant battle you, Friar Tuck, attempt to find a solution to the game by solving a series of riddles found on the slain body of the Bishop of Derby. Solve the riddle and you may be able to solve the game.

The riddle is printed in the inlay card and concerns parchments, werewolves' fangs and a silver cross. You must use these to help you complete a number of quests to rid the forest of this evil.

The forest is represented by a series of screens populated by sword-waving skeletons, rock-throwing giants, flying bats and an intimidating collection of dragons, witches and elementals.

You progress from screen to screen as you defeat these various evil creatures. You find, hopefully, better weapons and objects useful in your quests along the way and, perhaps, even people who will help you — for a price.

The screens look like something out of an early Ultimate game but the best part of the game is the animation of the monsters, particularly the skeletons which crumble if they're killed(?)

# CHEAP **R**EVIEWS THRILLS

F.T.

## SCORELINE

Impact	70%
Originality	45%
Gameplay	50%
X-Factor	55%

**OVERALL 55%**

**Title:** Condition Red  
**Computer:** BBC/Electron  
**Supplier:** Blue Ribbon  
**Price:** £2.95

Just when you thought you'd forgotten all about platform games another one appears. The trouble is unless you can do something intelligent with the concept of a platform game (Frak! and Chuckie Egg stand out as excellent examples), there is very little technically you can do with it — throw in a few platforms, some nasties, a bit of treasure, a couple of bonus objects, some collapsing walkways, a lift and so on. Result: instant tedium for all but the most rabid platform freaks.

Of course, some classic games have been put together — Manic Miner astounds, its simple screens are somehow deadly compulsive — but most others are boring, a dead-end.

Condition Red is no better or no worse than many others there are multiple screens, 50 objects to collect, etc, etc. It's quite nicely programmed, neat and playable too, but it reminds me of so many other platform games. What about a bit of originality programmers. Please?



## SCORELINE

Impact	65%
Originality	50%
Gameplay	55%
X-Factor	50%

**OVERALL 55%**

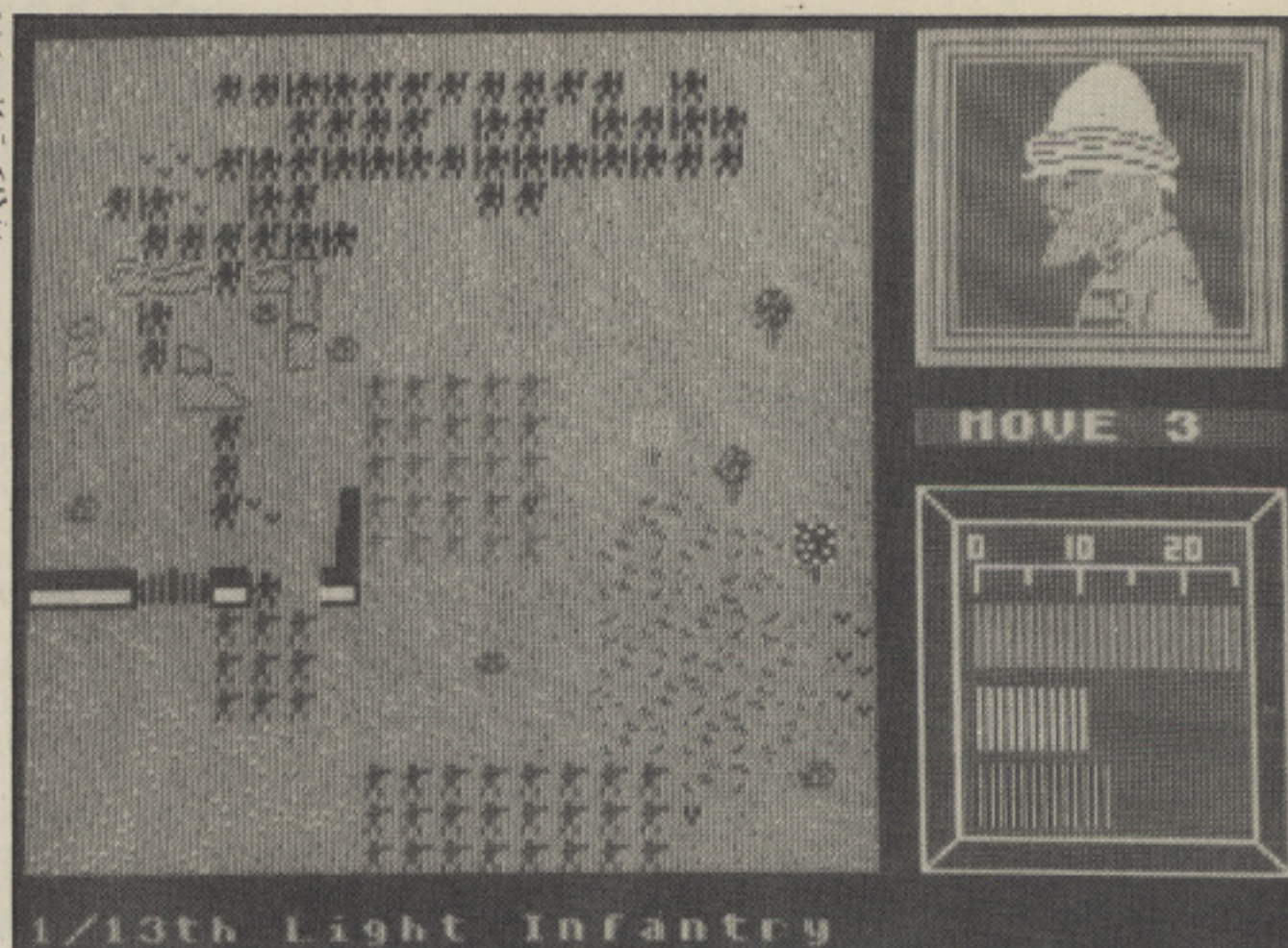


**Title:** Zulu War  
**Computer:** Spectrum  
**Supplier:** CCS  
**Price:** £8.95

Leaving aside the fact this period of Empire building was hardly one of the more glorious parts of our history, this latest wargame from CCS is actually an interesting study in strategy and tactics. On the one side, there is the relatively small but highly trained British Army, equipped with the latest weapons. On the other, a much larger force of Zulu warriors, tactically inferior and armed only with spears.

The game contains two scenarios, each with three different skill levels. Victory comes when you reduce the Zulu forces to a state where they represent no threat. There is no opportunity to take command of the Zulu forces.

Controlling the game is simple. Each unit is selected in turn and can either move, stay put or fire. When you attack, you can fire in one of eight directions but only at targets not standing next to you. These are fought in hand to hand combat. Each unit is displayed as a certain sized formation — 2x2, 3x3 etc. This size decreases as the unit takes casualties. Each unit has strength, morale and efficiency values assigned to it. These are displayed in a window in the bottom right hand corner of the screen.



Tactics are interesting, although the British units are relatively slow. Also, the infantry works best when it is firing from a distance — they are relatively poor at hand to hand combat. The cavalry, on the other hand, excel at both distance and close quarters fighting. In addition, the Lancers can charge at the enemy in an attempt to disrupt them. The Zulus are highly mobile and will indulge in close combat. The winning strategy seems to consist of keeping your forces together, pushing out initially and then hitting and falling back in the

hope that the thin red line holds. It usually does.

Despite being a fairly simple wargame, I found Zulu War highly addictive. The action is immediate and you don't have to sit around waiting for the computer to make its moves. Highly recommended for newcomers to this type of game.

### SCORELINE

Impact	65%
Originality	75%
Gameplay	85%
X-Factor	85%

### OVERALL

78%

**Title:** World Games  
**Computer:** Spectrum  
**Supplier:** US Gold  
**Price:** £8.95

The biggest surprise about this package is that Epyx — who wrote the original program for the C64 — has managed to come up with eight events not previously covered in Summer Games I and II and Winter Games. It has achieved this by choosing sports that are by and large popular in their country of origin.

For anyone unfamiliar with the format, up to four players can choose to practise or compete in up to eight events. Medals are awarded for the best performances and a final ranking table given.

The first sport, weightlifting, has been dominated by the Russians in recent years. Two types of lift are featured in the game — the snatch and clean, and jerk. A combination of good timing and psychology are needed here although they don't help that much in the actual competition. The medals are awarded to the wrong people! The

lower total weight wins the gold!!! Nice one, eh!

Barrel jumping involves successfully leaping over a chosen number of barrels (no real surprise here!) The tricky bit is that the event takes place on ice. Cliff diving requires you to hurl your body from a great height into a small pool, hopefully timing things so that the tide is in when you land.

Slalom skiing is the hardest event of the eight. The course is both long and fast and the only way that I have managed to complete it so far is by deliberately missing the gates and incurring the relative penalty. Crashing disqualifies you and means no medal even if no-one else finishes the course.

Log rolling is the ideal game for all Monty Python fans wishing to become lumberjacks. Dump your opponent in the water before he does the same to you. Bull riding requires you to stay seated for as

long a period as possible before gaining the obligatory two ventilation holes in the seat of your pants as the bull tosses you.

The Highland Games is the setting for caber tossing although why the Scots have to plant their telegraph poles this way is beyond me. It is designed to sort out the men from the wee cow'rin tim'rous beasties.

Japan is the final stop on your world sports tour. Two human blubber mountains known as Sumo wrestlers thunder their bodies round a ring as they attempt to push each other out of it.

World Games is reasonably well presented but there were a few glitches that I found somewhat irksome. Perhaps it's just that this type of game has had its day. There can't be many events left that Epyx hasn't covered — mud wrestling and elephant polo are the only ones that spring to mind.

### SCORELINE

Impact	65%
Originality	75%
Gameplay	60%
X-Factor	60%

### OVERALL

65%



**Title:** The Amazing Shrinking Man  
**Computer:** Infogrammes  
**Supplier:** Amstrad CPC  
**Price:** £9.95 (cass); £14.95 disk

Yet another Amstrad game from France. Also yet another arcade adventure. The French seem to be incapable of producing any other type of game of any real quality.

The Amazing Shrinking Man is different to most adventure games as it comes in two parts and has a very flexible format. The plot concerns a luckless scientist who has drunk some of his own potion and shrunk. In part one of the game you have to rummage around in a rubbish bin to find the parts of the formula that make up the antidote. You also have to collect the various ingredients needed.

As well as this you have to eat apple cores, to keep mind and body together, and avoid all the pitfalls of an average rubbish bin! And you have to get out of the bin to safety — this comes in part two.

The game works on the shift principle where, as the character approaches one side of the screen, it shifts onto the next screen. This technique is used to good effect and so it doesn't look like you are moving from room to room.

The graphics are quite colourful, using the Amstrad's 16-colour mode. However, the reduction in resolution that this

entails has resulted in a lot of objects being indistinct.

Also, as most of the objects are very large — to make the scientist look small — this makes the screen look rather cluttered. The slight perspective, which means the scientist can move behind the objects, can also make things somewhat confusing.

In section two you have to put the formula onto a blackboard and make up the appropriate antidote whilst avoiding various insects.

Like most French games of this type they are very good if you like them but extremely boring if you don't. Also, similar English games are just as good and tend to be budget priced, reflecting the maturity of the two markets.

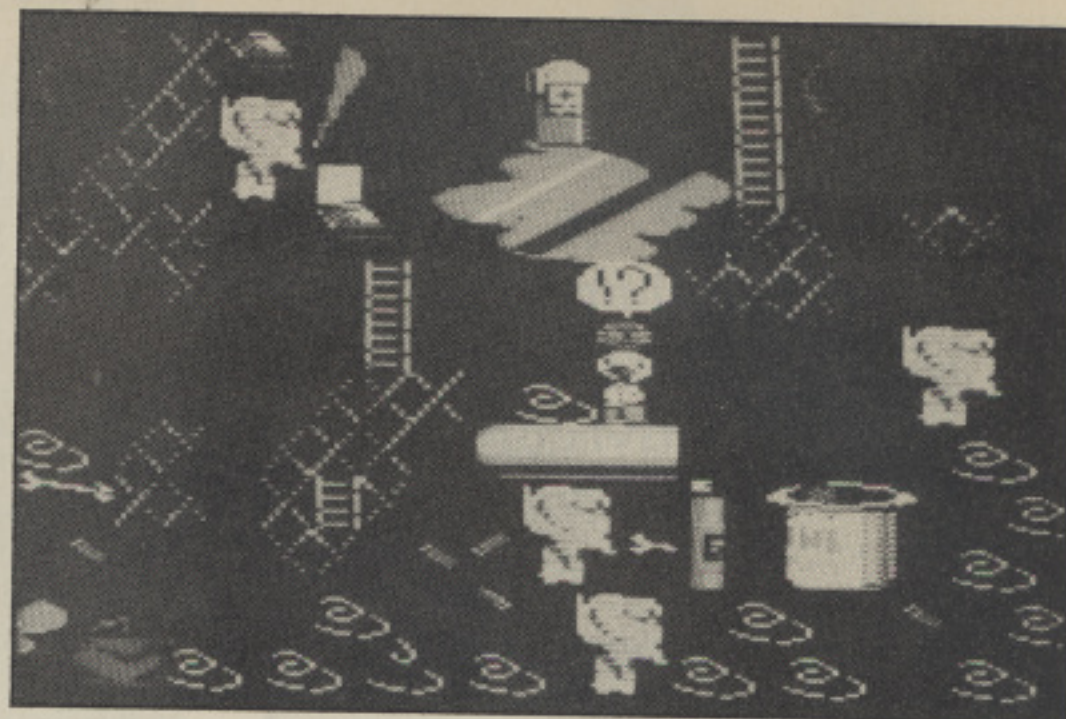
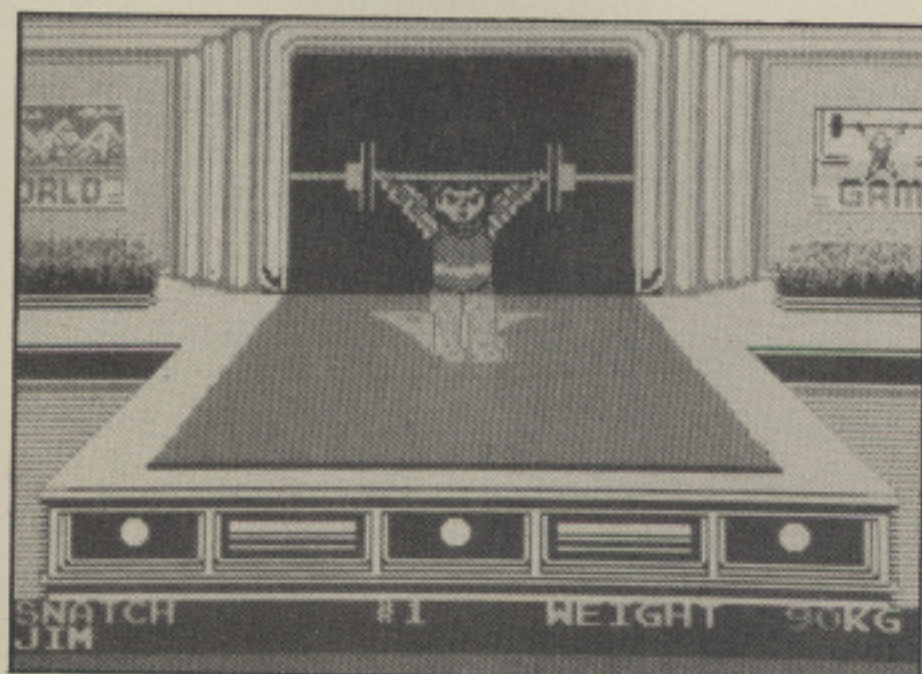
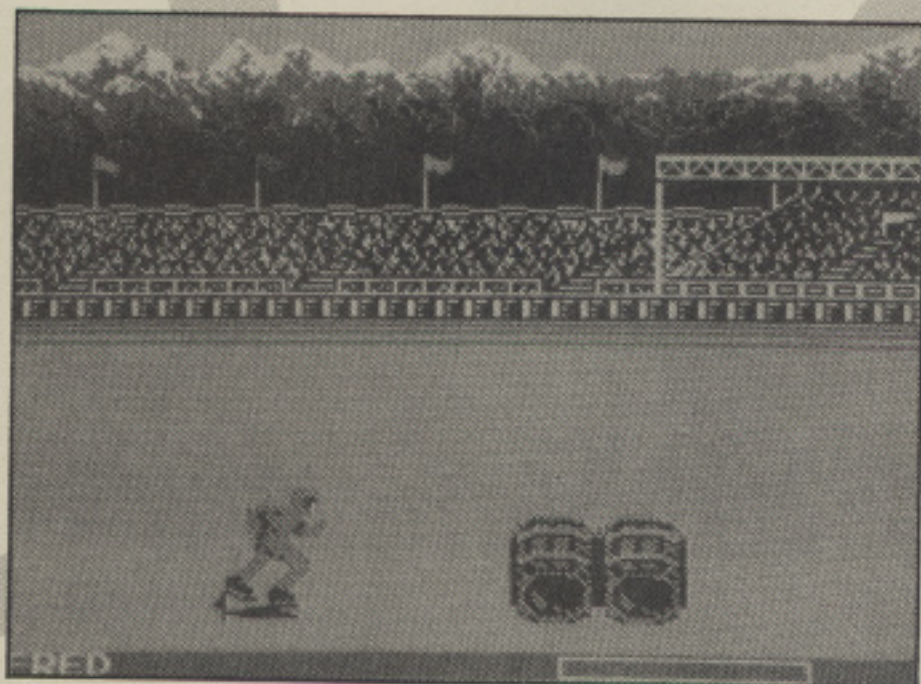
A nicely put together game if confusing at times but not as good as Infogrammes previous offerings.

MR

### SCORELINE

Impact	50%
Originality	40%
Gameplay	45%
X-Factor	35%

**OVERALL 43%**



**Title:** Express Raider  
**Computer:** C64  
**Supplier:** US Gold  
**Price:** £9.99 (cass); £14.99 (disk)

The talents of Billy the Kid and Frank Bruno are required to play this latest coin-op conversion from US Gold.

It is set back in the days of the Wild West when men were men and fell nicely into two categories — goody and baddy. Guess which one you play?

The action takes place either on or on top of or alongside one of eight trains and the idea is simply to reach the engine. Do this and you are rewarded with two bags of gold for your efforts.

All this involves you thumping your way past a collection of assorted desperados: the bar room brawl has been transferred to the top of the train. As you dispose of each baddy, your man automatically leaps to the next carriage, the speed of his leap being sufficient to blow out the fuse of a bomb placed between carriages! Your progress in a fight is easily gauged as a sliding bar shows your progress. Combat ends when the bar reaches either end.

This first part of the game proved too easy for me at least. A few rapid presses of the fire button was usually enough to dispose of the enemy. But the posts long the track were a problem as these can do untold harm if one inadvertently attempts to headbutt one!

The second part of the game — which involves even numbered

trains — was a lot trickier. You find yourself riding a horse alongside the train trying to shoot half a dozen bandits before they shoot you. You can dodge left and right as well as use the old Injun trick of sliding down behind your horse to avoid the hail of bullets and bottles! There are bonuses to be won though — birds carrying sacks of gold or clerks hurling the same out of carriage windows. Aiming your gun, which comes with an infinite supply of ammo, involves moving your horse in and out of the screen and judging where your bullets are going.

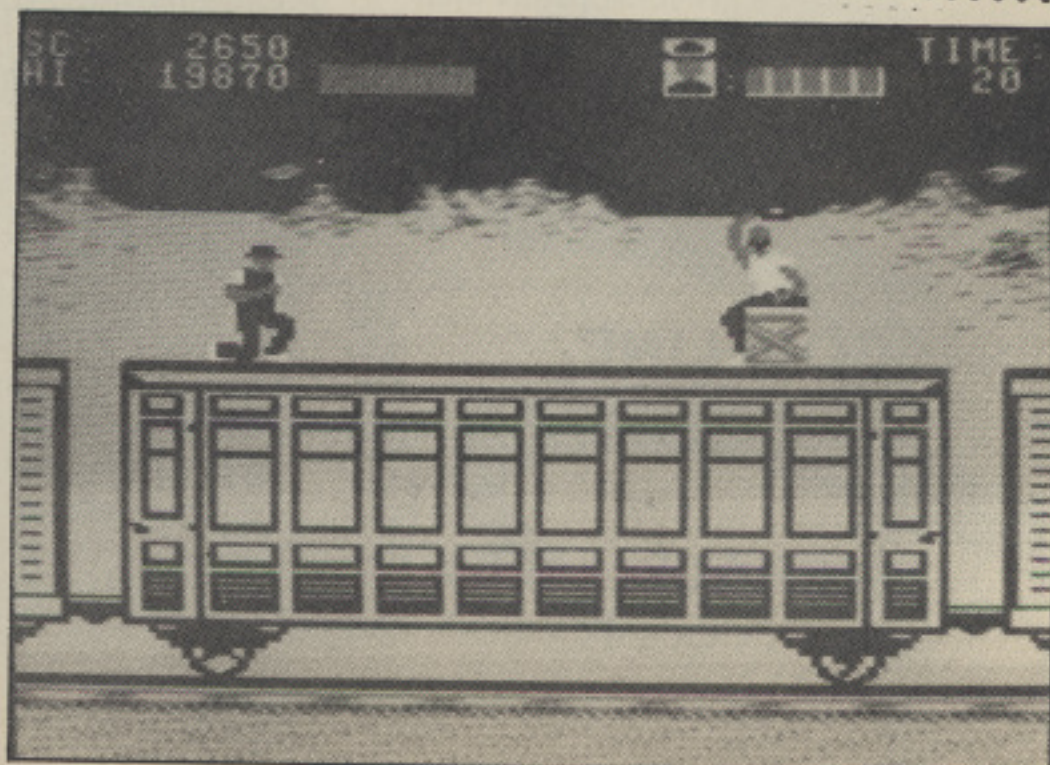
There are four different skill levels to choose from with this game plus a practice mode — you get over 30 lives instead of the usual five. Also, if you die, you can, if you choose, re-start the game where you left off rather than start again. Graphics and sound? I didn't find either particularly impressive, neither was the game varied enough to sustain my interest. Definitely a game of limited appeal.

GH

### SCORELINE

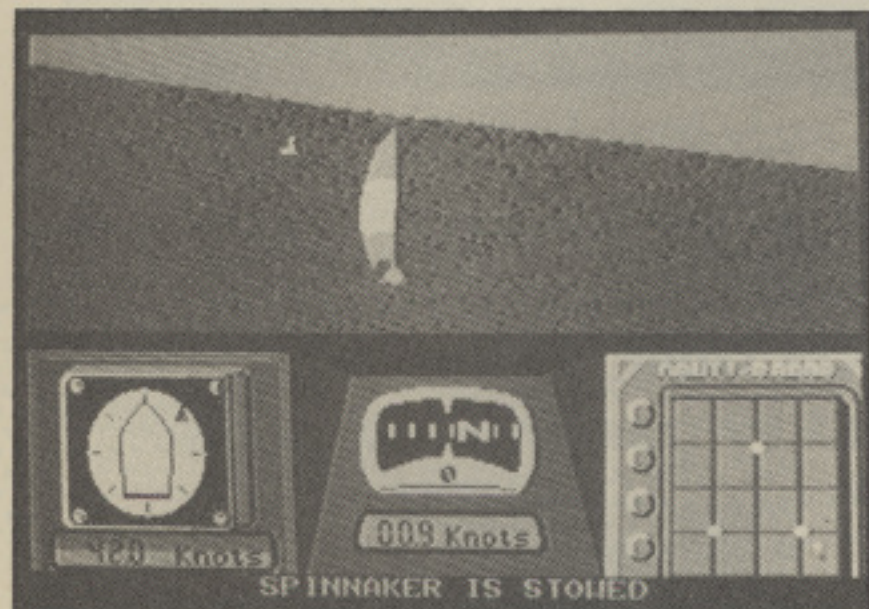
Impact	55%
Originality	40%
Gameplay	65%
X-Factor	50%

**OVERALL 53%**





**Title:** Sailing  
**Computer:** Spectrum, C64  
**Supplier:** Activision  
**Price:** £9.99



If you think sailing is only for the yuppies on an uneven keel then think again. Activision has just released a gamer's guide to sailing.

The game has you taking part in an 18 nation competition. The aim is to climb the ladder of success — you begin at the bottom of the league table and by racing and beating the boats up to two places above you, you rise up the table and to glory.

To win the championship you have to come up with an ace boat design and use skill and good timing to beat your opponent.

The yacht design screen is joystick controlled. You can change your yacht's overall length, waterline length, mast height and choose whether the hull is fibreglass, aluminium or wood. Then it's onto the course for a week's racing.

During the actual race the screen display shows a 3D view of your view ahead — if you see your opponent you've got some work to do, and below that a wind direction compass, a radar map that plots your position.

When you decide to raise and lower your giant sail, the spinnaker that gives extra speed, is crucial and since the course is triangular (you must sail around three buoys) timing is also important.

You still get some points even if you're soundly beaten and at the end of the week you can alter your boat design to match the weather forecast for the next week and try again.

TH

## SCORELINE

Impact 80%  
 Originality 70%  
 Gameplay 85%  
 X-Factor 75%

**OVERALL 78%**

**Title:** The Superior Collection, Volume 1  
**Computer:** BBC  
**Supplier:** Superior Software  
**Price:** £9.95 (cass); £11.95 (disk); £14.95 (compact disk)

A new type of compilation, neatly served up by one of the best BBC games houses. It's so simple that it's a wonder that nobody else has thought of it — package seven games from your back catalogue with a new game that is, perhaps, not quite strong enough to stand alone. Instant value, instant hit.

Superior, of course, do have a fairly impressive back catalogue to draw on, leaving aside the first couple of years worth of releases. They have chosen well for this first collection — beware, incidentally, of Volume 3 which is Electron only.

Two recent smashes, the classic Repton, first in a seemingly endless series, and a very popular kung fu game. Karate Combat; five earlier and still very playable games, Star Striker, which is similar to the recent Mooncresta; Airlift and BMX on the Moon, which are fairly poor; Wallaby, an intriguing platform game, and Smash and Grab, a rather confusing platform game, all feature.

Good value so far but there is also the extra attraction of the latest game by Gary Partis, Synchron, a vertically scrolling, fast

moving shoot 'em up that was rejected by another software house due to the very fast gameplay. Fast? Well, I've been playing a pre-release version for about three months and it still zips past me unless I'm feeling very alert.

The object of the game is, of course, to shoot the hell out of everything whilst trying to avoid certain fixed points on the complex landscape — buildings, enemy ships etc are all targets for your destructive powers.

I found the game very playable but can see Superior's point about its possible lack of appeal across a wide spectrum of games players. However, the collection and Synchron make for such package that I can't imagine any of you not making plans to buy this volume and Volume 2 as well!

## SCORELINE

Impact 70%  
 Originality 70%  
 Gameplay 80%  
 X-Factor 80%

**OVERALL 75%**

**Title:** The Superior Collection, Volume 2  
**Computer:** BBC  
**Supplier:** Superior  
**Price:** £9.95 (cass); £11.95 (disk); £14.95 (compact disk)

Superior definitely don't do things by half! The second of their new format compilations (seven re-releases plus one new title) is even stronger than the first!

On the basis of these two compilations, the future looks very rosy indeed for those amongst you who want to fill those essential gaps in the collection. Where many other companies' collections seem to presuppose a games playing public who haven't bought any major hits at all (where have they been?), the Superior collections offer a nice mixture of smashes, also-rans and new titles that are worth seeking out for themselves.

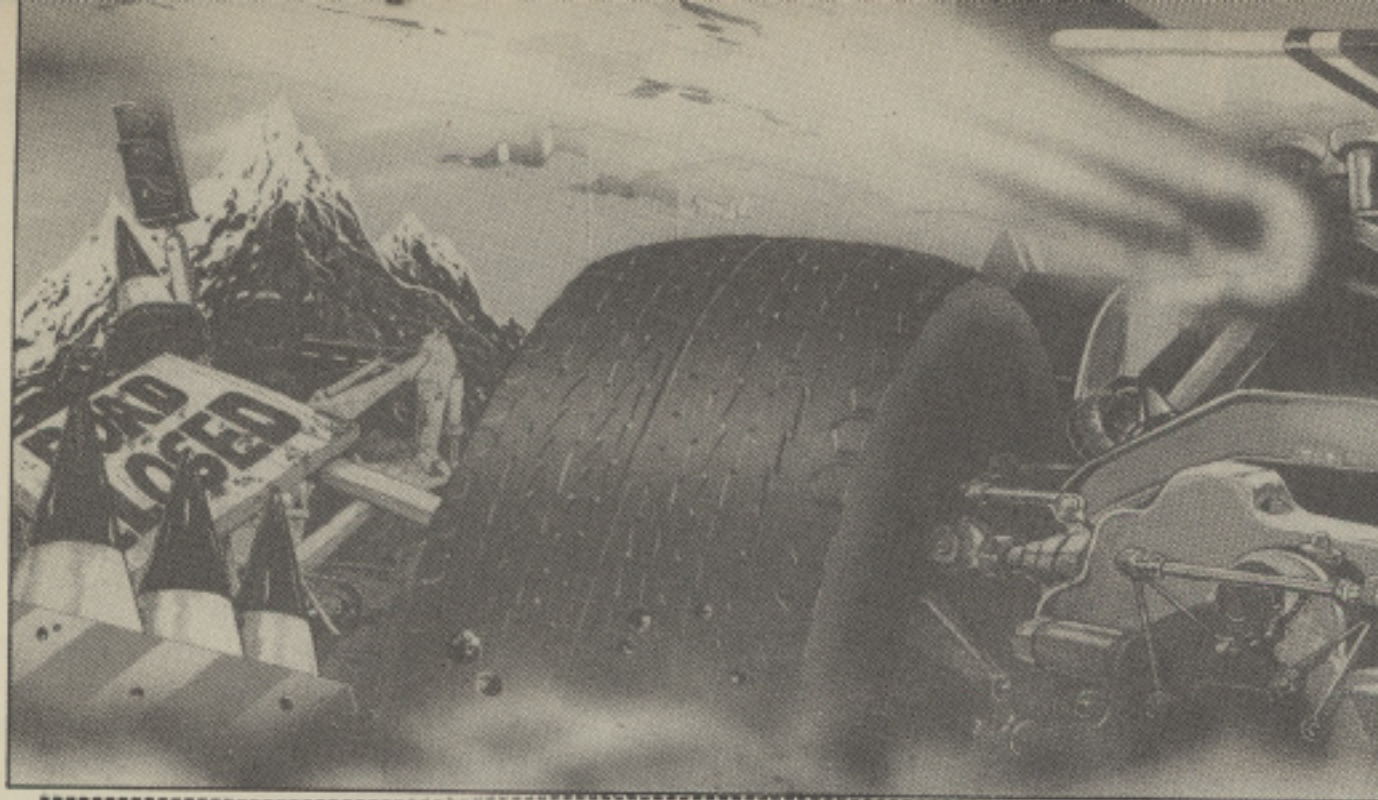
This collection includes two smashes: the Repton sequel; Repton 2, of course, and the superb arcade conversion of Sinistar, Deathstar.

I'm only surprised that they are not still selling strongly on their own.

The earlier games are still very playable — Space Pilot, a simple but addictive aerial fight in five time periods; Missile Strike; Battle Tank; the classic Crazy Painter and the now superseded but still good car racing game, Overdrive.

But again it is the new game that raises this collection above the norm — a maddeningly simple but compulsively addictive painter game, Kix, based on the arcade classic Quix. I'm certain I've seen another one of these but nevertheless, Alwin Adolf's version is excellent. The gameplay could hardly be more basic — divide a square with lines from the edge of the screen whilst avoiding sparklers inside the square, tracers moving around the lines or





**Title:** Grand Prix Construction Set  
**Computer:** BBC  
**Supplier:** Superior Software  
**Price:** £9.95 (cass); £11.95 (disk);  
£14.95 (compact)

There is a lot of welcome movement in the BBC games world with games that allow the player to redesign games to suit. Repton 3, The Big KO and so on have led the way and now Superior has released another designing game. These have been common on other machines for quite a while but not on the BBC.

The game offers you two choices — you can either race a choice of 18 Grand Prix circuits against either a friend or the computer on one of five skill levels or you can design your own circuit the way Scalextric allows you to.

The actual racing is quite simple with controls only for left/right and speed/brake — not another Revs, I'm afraid! The display shows your opponent in the top half of the screen, yourself underneath and, at the bottom, two maps of the race course showing your positions on the circuit. It plays quite well but the computer is tough to beat, even on the easy level.

However, the design element is another matter. A simple grab and place approach allows you to build up circuits from a series of track sections, including chicanes and hump back bridges. It is easy to operate and the resultant tracks can either be raced on straight away or saved for future use — certainly after five minutes or so the whole design process becomes easy and obvious. As a whole the package is excellent, although neither the racing game nor the designer are what we might choose to call state of the art. Together they make up a very appealing software release that is going to give a great many of you a great deal of pleasure. I'm just amazed that it has taken so long for Beeb owners to be supplied with such a standard type of game. DR

fuses which chase you if you show a moment's hesitation. There are bonuses for splitting the screen with sparklers in different parts but their reasonably random movements make it a challenge just to try and capture territory — you move onto the next level after you capture 75% of the screen.

Quite why it is so addictive I don't know — the game is so simple, but I return to it again and again. The graphics are unexceptional, the scoring and hi-score table are simple and the whole game plays like something from about three years ago — you could almost imagine Acornsoft releasing before Elite.

And yet, and yet — I'm hooked and I'm not too proud to admit it. Try the collection, wallow in nostalgia, relive classic moments of gaming history and try and fathom the appeal of Kix. You won't be disappointed.

DR

## SCORELINE

Impact	75%
Originality	75%
Gameplay	85%
X-Factor	85%

**OVERALL**

**80%**

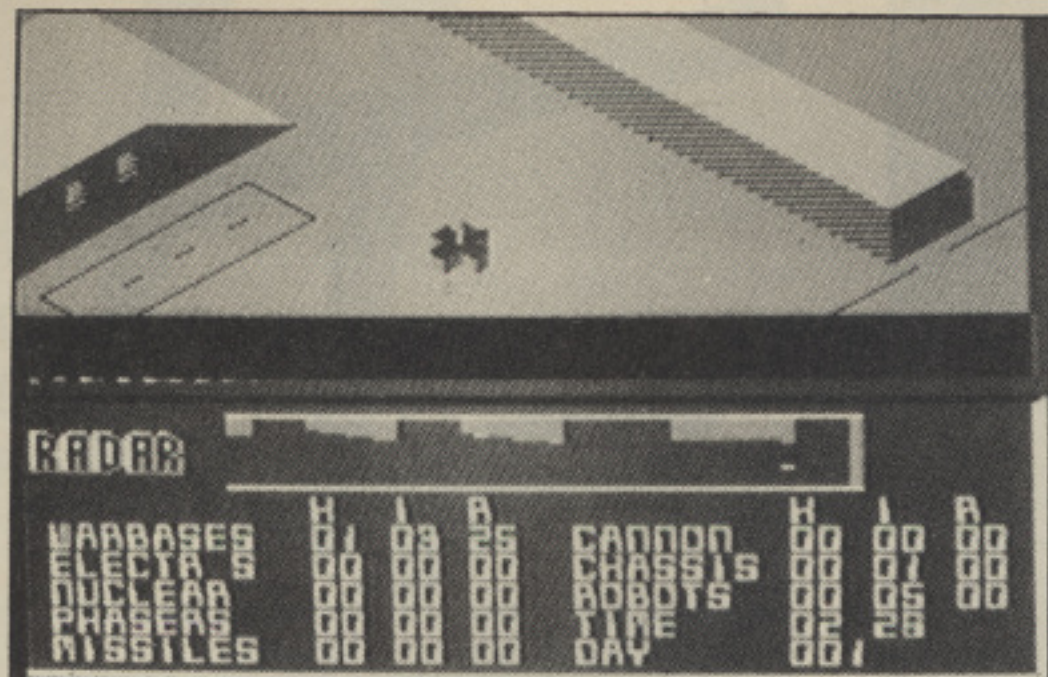
## SCORELINE

Impact	80%
Originality	80%
Gameplay	70%
X-Factor	70%

**OVERALL**

**75%**





**Title:** Nether Earth  
**Computer:** Spectrum  
**Supplier:** Argus Press  
**Price:** £8.95

Five eons ago the Insignians burst through the Earth's mantle and are now trying to take over the world. You're earth's only hope. Your job is to build robots to combat the war machines the Insignians are building under the rock crust developing on the Earth's surface. Your aim is to destroy the three alien bases and to save the world.

You start the game with a single anti-grav craft. This can hover over the battle area, which is a narrow strip 16 miles wide and 512 miles long. The ship scrolls diagonally across the screen and shows the factories, rocks and chasms that now make up the Earth's surface.

By landing on your own base you enter the construction screen, where you can build your battle robots by using the resources there at your disposal. Each robot has a chassis, which is either bipod, tracked or anti-grav (flying); cannon; missile; phasor or nuclear weapons and an optional electronic support module to guide weapons and improve their accuracy.

Once you've built your army

you can send it out either under direct control, by landing your anti-grav craft on it, or issue orders to stay and defend, seek and destroy, or take a robot factory. These factories are strewn around the landscape and can be controlled by your robots, they hold valuable resources you can use.

Soon you're into the real battle of the robots. To win that war you will need to scout around regularly in your anti-grav craft, annexing as many factories as you can and also build the right robots for the right tasks.

This is not a game you can play in an odd few minutes. It needs careful planning to win the day. Those prepared to learn the necessary might survive long enough to bomb the enemy bases and win the game.

TH

### SCORELINE

Impact	75%
Originality	70%
Gameplay	60%
X-Factor	65%

**OVERALL 67%**



**Title:** Firetrack  
**Computer:** BBC  
**Supplier:** Electric Dreams  
**Price:** £8.95

As you can tell if you cast an eye over my scores, I really enjoyed this game. It marks the welcome return to the gaming world of the near legendary Orlando who, for those BBC gamers who've been living under stones, was responsible for those all-time classics Arcadians, Frak! and Zalaga.

Generally held to be a technical wizard, Orlando has produced a classic shoot-em-up which incorporates all the tricks and a few more.

Leaving aside the legend of Firetrack — those inlay card background stores bore me rigid — the game explores several worlds and requires you to shoot the hell out of everything in sight! A vertically scrolling screen — perfect scrolling incidentally, all over the screen — reveals the planets laid out before you, your ship at the

bottom of the screen. As you progress up the screen, shooting planet-based objects for points, wave after wave of highly detailed alien planes swoop, swirl and descend down towards you.

Patterns change, speeds change, nothing is certain. Well, okay, I'm exaggerating, some things are certain, but there is a fair amount of pattern learning to do and you'll be amazed at the detail and range of objects on screen, and it will take you some time to take it all in.

The secret is not to look at the screen but to feel it. Without getting mystical, the game does demand a certain Zen-like attitude to gaming: coaxing the ship into patterns of its own and looking ahead of what you are currently doing. It's not hard. The game is generous enough to let you pro-

gress quite far and, nice touch this, you can re-try a level with your score intact if your previous attempt was not good enough.

None of this is really important, however. What counts is the fact that it's compulsive and very playable. The attention to detail is staggering — not just the finely detailed planet surfaces but also little things like an automatically firing plane.

I think this game will become an instant classic. The gameplay is just right — there are static objects to be destroyed, movable objects to shoot or avoid, as they move over the screen, and the final part of each level involves a bonus shoot-out.

Orlando, of course, is an enigma. Hiding behind a pseudonym — not for any suspicious reason, but just because "programming isn't all I do" — here is a young man who has coaxed the BBC into entering new areas. His previous games have all met with acclaim and Firetrack has been in development for 18 months or so. What has caused the delay?

Firstly, there were university exams, and secondly, time wasted

trying to convince Atarisoft that Orlando's Aardvark software house should release Delos D, Harriman's exceptional micro conversion of the arcade classic Joust, since released independently after negotiations collapsed.

What of the future? Orlando mentions completing some unfinished games, starting new ones using a few little techniques he's worked out since Firetrack and a BBC book.

I for one am pleased to see him back. This new game shows the scoffers just what a good games machine the BBC can be when programmed by an expert.

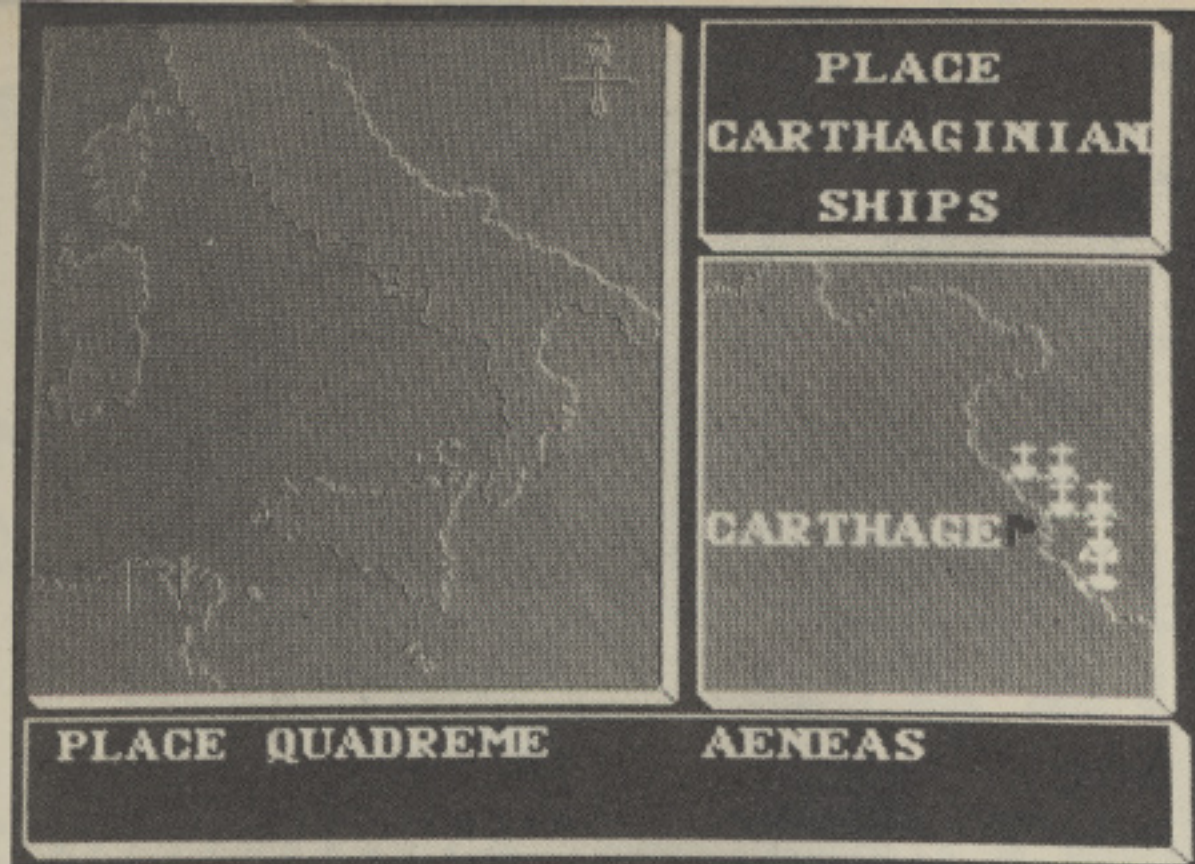
Gamer readers interested in Orlando, what he's been up to, his credits, his unfinished games and much more besides might like to track down a copy of our companion magazine, A&B Computing, in which all is revealed this month.

### SCORELINE

Impact	95%
Originality	90%
Gameplay	95%
X-Factor	100%

**OVERALL 95%**





**Title:** Legions of Death  
**Computer:** Spectrum  
**Supplier:** Lothlorien  
**Price:** £8.95

In 264 BC the Roman Senate decided that the only way to defeat neighbouring Carthage was to build up its navy. The battle for naval supremacy then began and this is the subject of this icon driven wargame.

You play Carthage, either against the computer or a human Roman opponent.

Each player begins the game with a pile of gold, money which can be used to build up a fleet of ships from four basic designs. You then add marines, sails and a slave or expert crew and maybe even a tower for your archers.

Once you have your fleet you must settle upon the conditions of the game by deciding how much gold each layer must collect, how many ships they must sink and ports they must take to win the game. You can make the game anything from a brief skirmish to a long campaign.

Using an incredible number of icons you plot the course and speed of each ship in turn and then activate them with the GO command. Sailing into a port (Roman or neutral) wins you a share of some plunder, you can then return to Carthage and use the money to add to your fleet.

Eventually the two fleets meet in combat. You can inflict damage to enemy ship in three different ways: as you close in your archers can cut down the opposing crew; you can ram the ship and damage the hull and finally, you can take the ship with your marines. As with other wargames, the more you outnumber and/or outmanoeuvre your opponent the better your chances of success.

This is an interesting wargame based on a fascinating period of history. My only reservation is the icons — there are just too many of them.

#### SCORELINE

Impact	65%
Originality	55%
Gameplay	44%
X-Factor	55%

**OVERALL 55%**

**Title:** Greyfell  
**Computer:** Spectrum  
**Supplier:** Starlight  
**Price:** £8.95

Norman's a cat. A very special cat. A cat with mission. His friend, the great wizard Hitormis, has told him about the Orb of Life which can release the land of Greyfell from the grip of the evil Mauron. Your job is to help Norman do this.

Greyfell has obviously been inspired by games like Knight Lore and Fairlight and consists of 3D rooms packed full of Mauron's minions and cat-eating plants. Underneath the 3D display there are a series of icons which allow Norman to pick up and drop objects, select magical weapons (Norman's a talented cat) and save a particular game should Norman lose his nine lives.

Most of the creatures Norman meets are out to kill him although there are a few helpful ones.

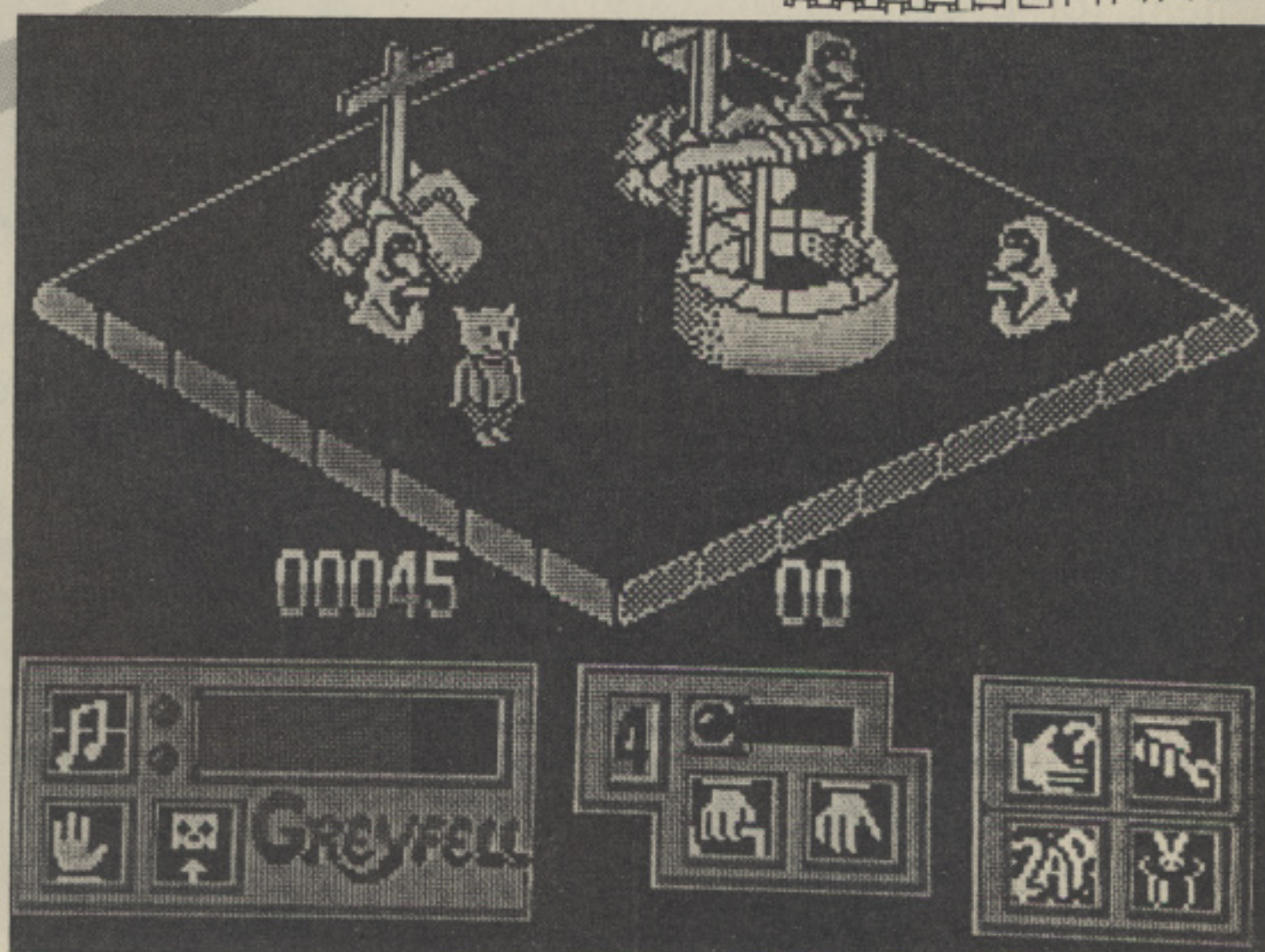
Unfortunately, these good guys speak in coded speech bubbles (as in Movie) and you can only decipher their speech if you find the object they're looking for. Do this and you might get an important clue, or perhaps a useful object, to help you into your quest.

This game's a must for all arcade adventurers, although, be warned, the icons can be difficult to use when the pressure is on.

#### SCORELINE

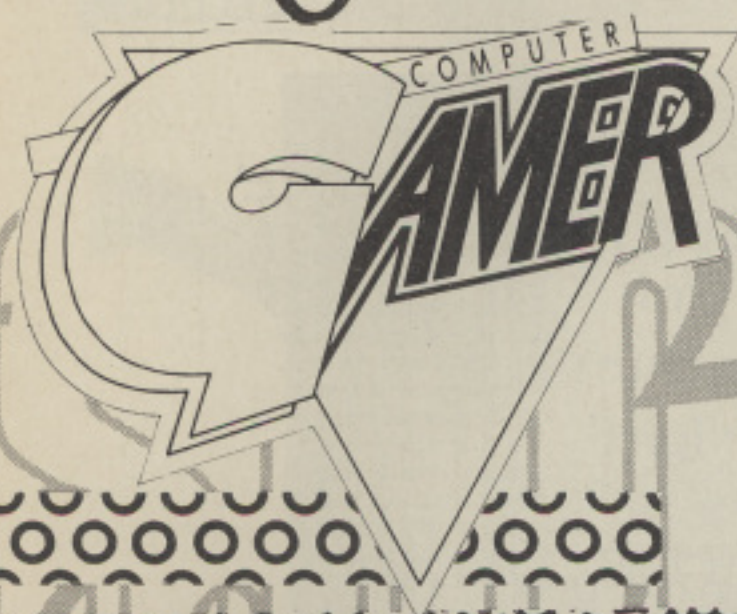
Impact	75%
Originality	55%
Gameplay	75%
X-Factor	60%

**OVERALL 66%**





# SCORELINE



**SCORELINE** is a guide to the entertainment value of the games we review.

**ORIGINALITY** is rare these days but even an old idea can be given a new twist.

**X-FACTOR** gives the reviewer the chance to express an aversion to sickly coloured cassettes, permits a hangover allowance and provides an adjustment for programs that are in bad taste.

**GAMEPLAY** is a measure of the ease with which a game can be played. Stupid ideas and lousy control systems will be penalised.

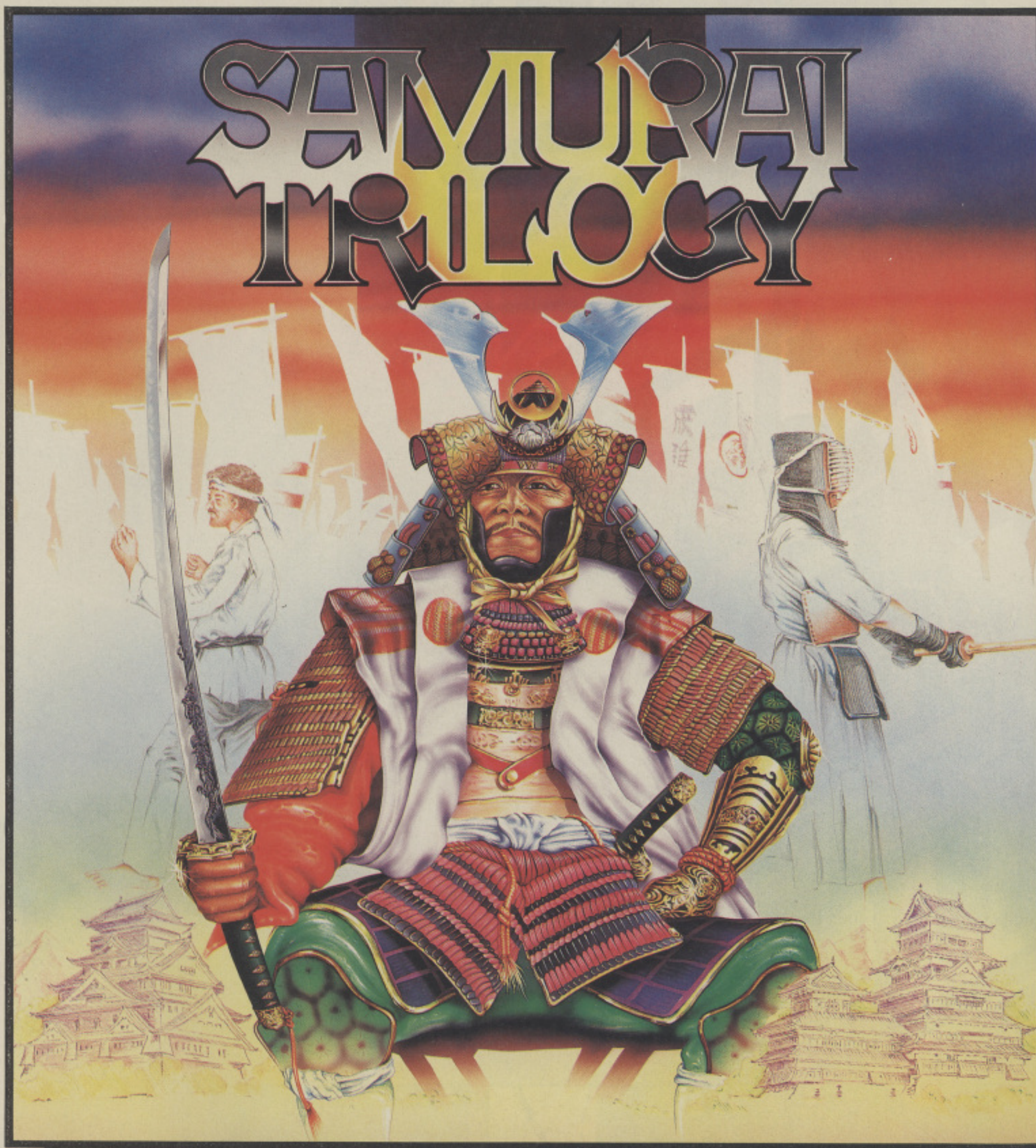
**GAMER GOLDS** will be awarded to those games which reach a sufficiently high overall score. The award is weighted towards Impact, Originality and Gameplay.

**BANE OF THE MONTH** is not always a duffer but it's certainly the kind of game which makes you reach for a crucifix to hold it at bay!



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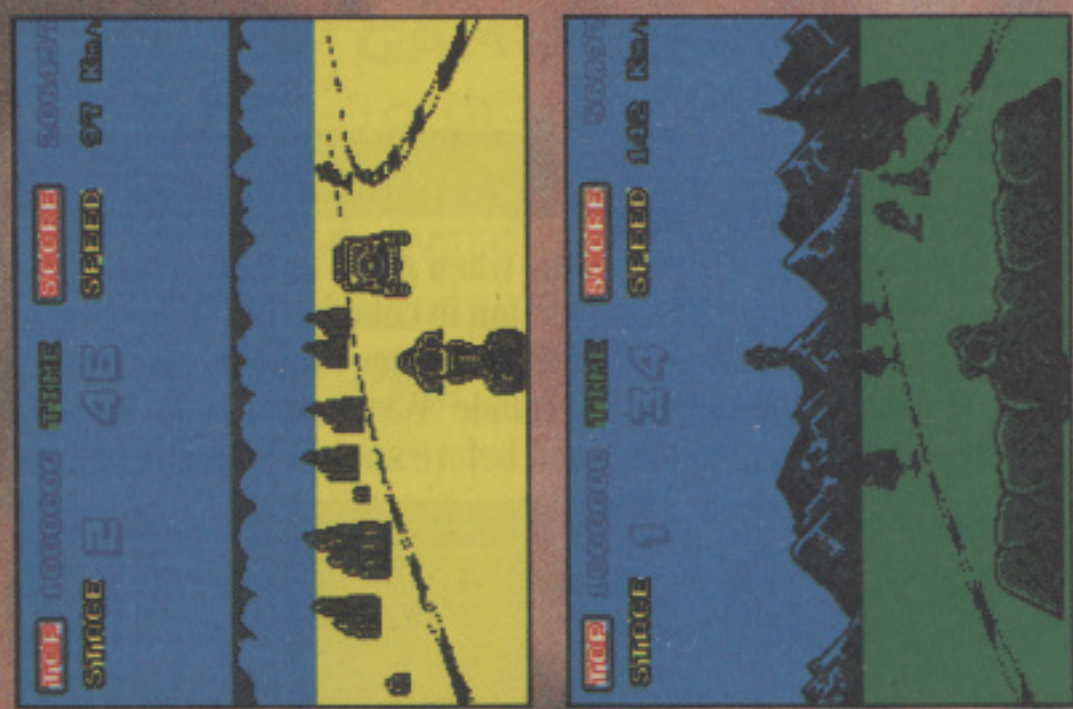
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# David of the month

GAMER  
**REVIEW**

**Title:** FA Cup '87  
**Computer:** Amstrad  
**Supplier:** Virgin Games  
**Price:** £7.95



Well David, as you know, football is a game of two halves and I've got a strange feeling that this is the second half of something that was started last year. It's called FA Cup '87 and, as you know David (Coleman), the FA Cup stays much the same from one year to the next. Now if they had only called it the Full Members League Littlewoods Milk Freight Rover Vauxhall Conference Cup, they might have got away with it.

Yes folks, it's rip off time. Remember all the fuss when US Gold brought out World Cup Carnival which turned out to be the Artic game repackaged, well, Virgin Games is trying to pull the same trick. To all intents and

purposes, this game is identical to the one they brought out last year. Statistics have been altered to reflect current form and some of the managerial questions have changed — but not enough to warrant charging even budget price let alone full price! It isn't even as if the game is any good.

For anyone who missed it first time round, the game is played by one to eight people who can select up to ten teams. You then sit back and watch the draw take place which is even more boring than watching Arsenal. If you want, you can skip to round three, in which case you may well discover that all your teams have been knocked out apart from Neasden Toblerone which has been drawn away to Liverpool.

Now comes the exciting bit: you get to press a key!! Will your team play 4-4-2, 4-3-3 or 4-2-4?

Here we go, here we go, here we go, holding down the space bar to speed up the game, you can sit back and, first, watch the results come in and then sit through the



**Not such virgins at marketing,  
Virgin Games has re-released  
FA Cup '86 as FA Cup '87!  
Gordon Hamlett re-reviews it in best  
Brian Clough style**

replays, then it's on to the draw for the next round. Gripping stuff eh?

If you are lucky enough to enjoy a Cup run the action really hots up — you get the chance to change tactics and you may even have to answer a question such as, what do you do if your leading penalty taker gets the jitters? But even here scope for imagination is minimal. It's choose A, B or C.

You must follow the Cup through to the final — even if none of the players have any teams left! No speeding things up by pressing

the space bar. You do, however, get a commentary. Every so often you get told that both sides have got early nerves or whatever, but nothing about the fact that, say, one team has gone two up in ten minutes. Goals, it seems are not important. Play up, play up and play game.

Well, all I can say David is I'm really looking forward to FA Cup '88 so that I can complete my hat-trick of own goals. If you lot do buy this game there will be an awful lot of not very well parrots next day.



## SCORELINE

Impact	40%
Originality	5%
Gameplay	20%
X-Factor	15%

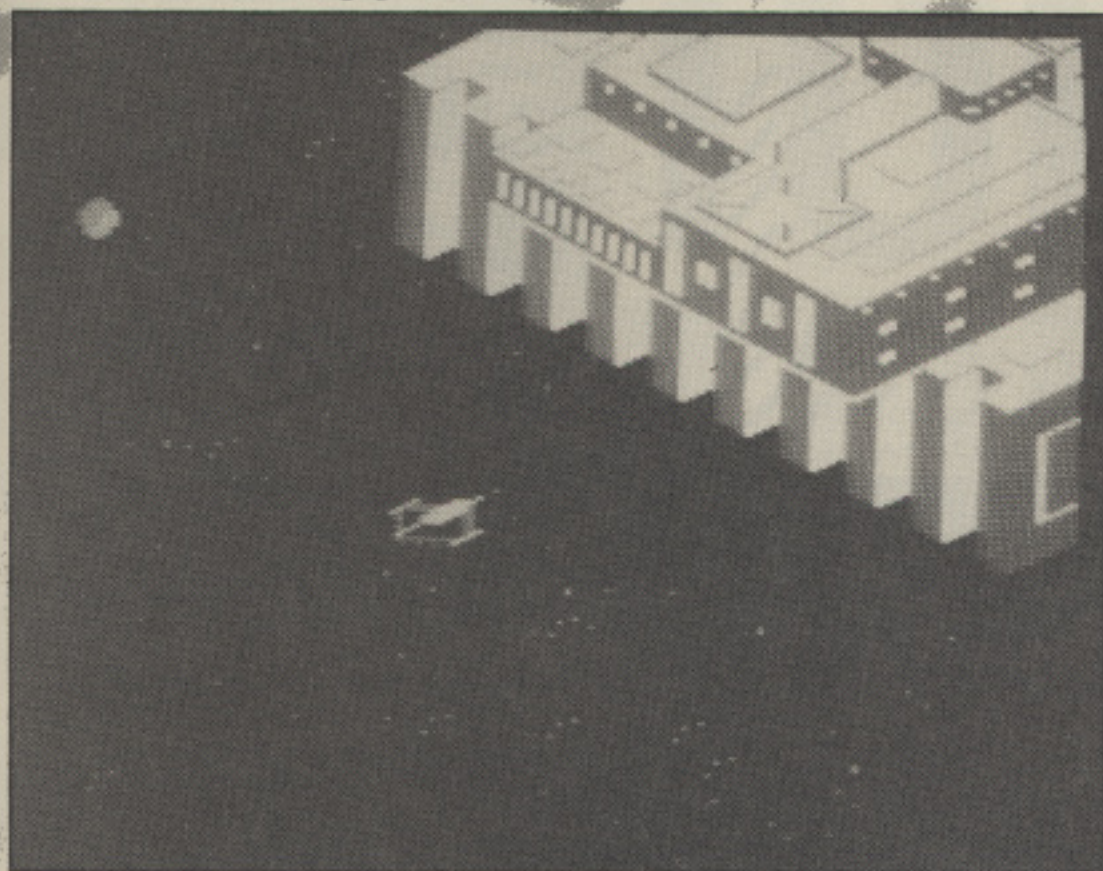
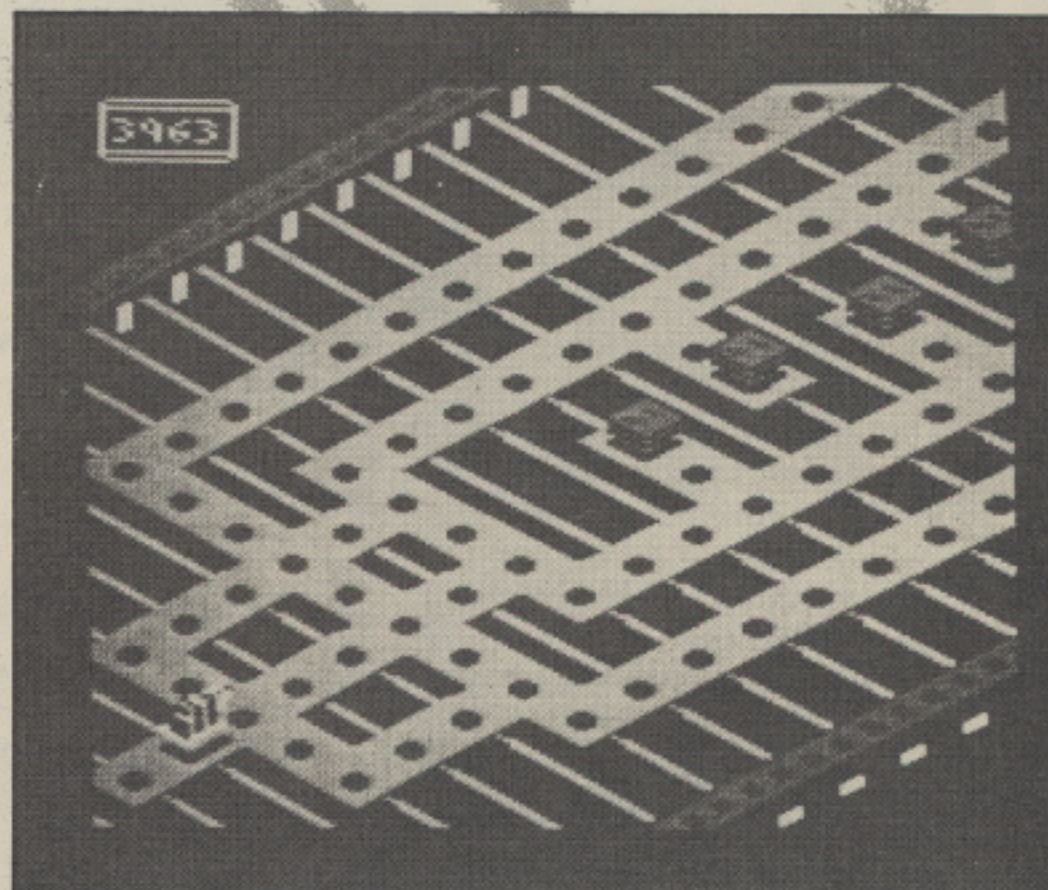
**OVERALL 20%**



# "duffers"

**Title:** Sigma 7  
**Computer:** Durell  
**Supplier:** Amstrad  
**Price:** £7.95 (cass); £9.95 (disk)

*~~~~~*



Now that the shoot-em-up phase of games production seems to be coming to a close, it is good to see some of the games finding their way onto the Amstrad — even if they are as bad as Sigma 7.

Sigma 7 is a three stage game with stage one being similar to the deep space section of Zaxxon but without the refinement of the latter. Stage two has you, as an armoured car, making your way around a maze avoiding the nasties and munching up the dots — Pac-Man revisited? However, the maze is at an angle and shifts (not scrolls) up and down the screen — à la Zaxxon again.

As you clear the maze certain areas reveal patterns of dots that cannot be cleared. These should be noted for section three. In this last section you are presented with a grid of squares that constantly change colour. Use your 'wandering planet' to mark them when they change colour to yellow and they will change colour to white. Do this so that they mimic the pattern set up in stage two and you have cracked it.

Repeat for several levels and you have finished the game. However, if you have passed out due to boredom then I wouldn't blame you, this is a truly dreadful game.

The pseudo-3D effect is a complete waste of time and the length of time it takes to scroll across the screen is disgraceful.

If this was a budget game I would say it wasn't worth the money. At the prices Durell charges I will leave you to guess my opinion.

MR

## SCORELINE

( Impact	35%
( Originality	30%
( Gameplay	35%
( X-Factor	20%

**( OVERALL 30%**

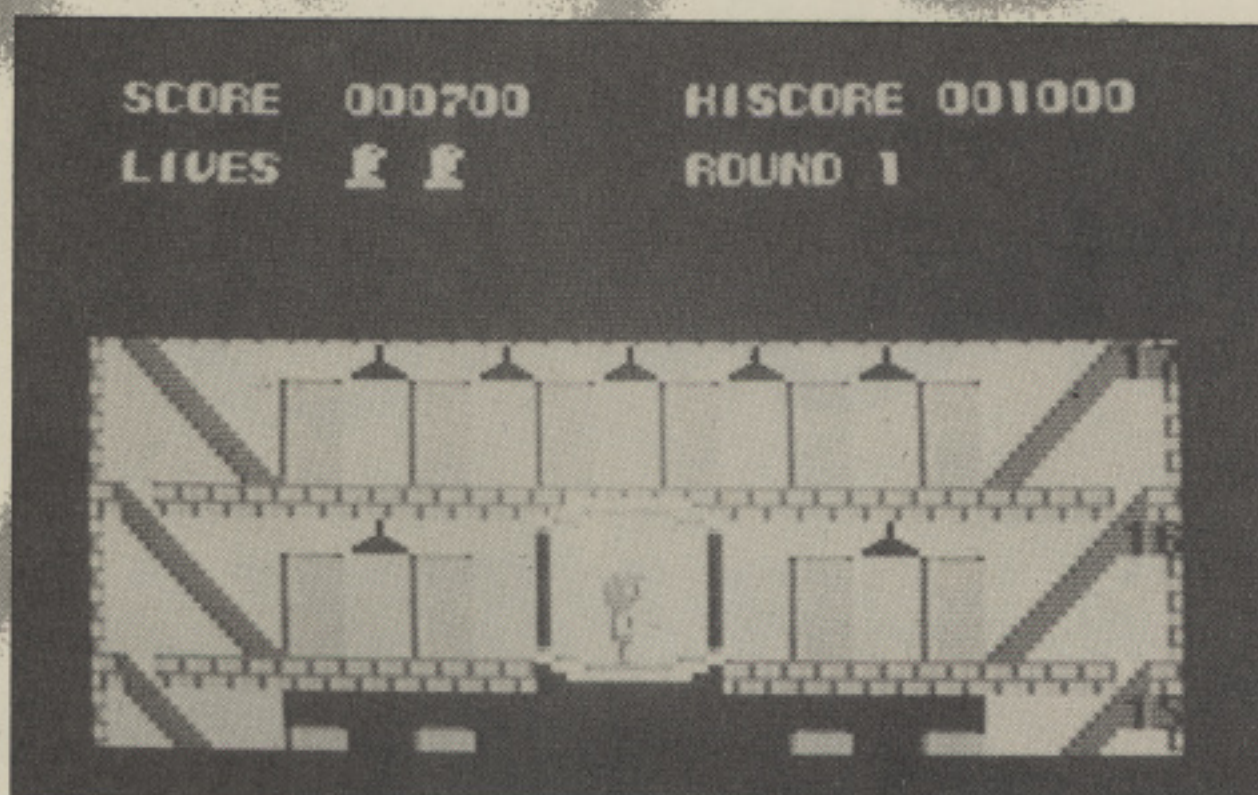
**Title:** Elevator Action  
**Computer:** C64  
**Supplier:** Quicksilver  
**Price:** £9.95

Based on the original coin-op game from Taito, you play the part of agent Otto, trying to recover some secret papers. These are hidden somewhere within a multi-storey building and you must find them all before making your escape.

The game starts with you being landed by helicopter on the roof of the building. The papers are hidden

in rooms cunningly marked by flashing doors (some secret!) and you move between floors by waiting for and catching one of several elevators or, as we would call them, lifts. Henchmen patrol the various floors, shooting bullets at you, although these move so slowly you can leap over them if you don't particularly feel like getting shot.





You can, of course, fight back, either by using a gun or karate kicks, and you get extra points for doing it in the dark — you can shoot out the lights to throw everything into temporary confusion.

That's about all there is to the game. Get all the plans and make your way to the basement where a car whisks you off to the next level. Gameplay and graphics are both uninspiring, you would do much better to look out Mission Elevator,

instead — it is infinitely more playable. Don't waste your money on this.

### SCORELINE

Impact	35%
Originality	40%
Gameplay	40%
X-Factor	20%

**OVERALL 34%**

**Title:** Bubble Trouble  
**Computer:** Atari  
**Supplier:** Players  
**Price:** £1.99

Once upon a time there was a coin-op game called Bubbles, this new game is loosely based upon Bubbles, being similar in concept but employing a slightly different method of graphical representation.

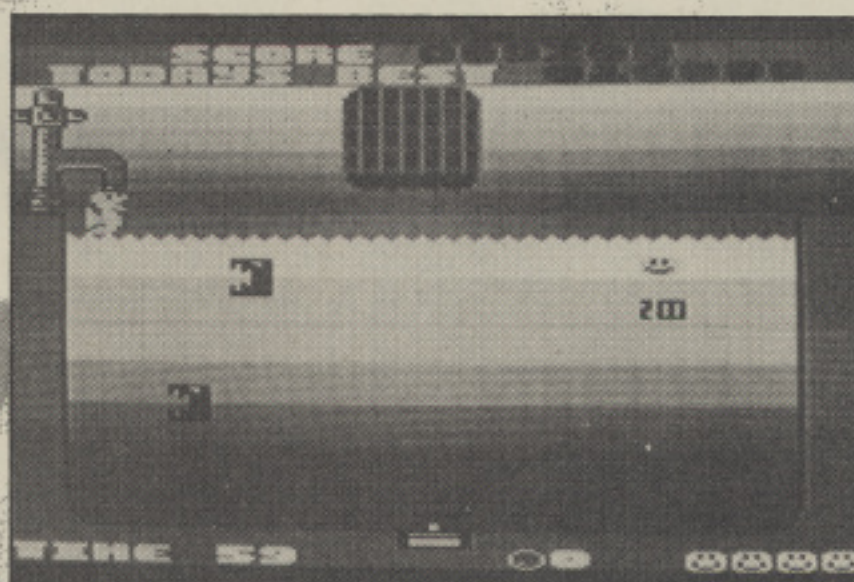
The plot of the game concerns a bubble in a sink of water — this is you, you have to escape by capturing other bubbles, these make you grow. Eventually you will grow big enough to float free.

However, in the sink with you are various nasties who are out to get you. They include scrubbing brushes, shampoo and other bathroom accessories. But, bonuses are awarded for picking up the soap that appears every now and then!

The sink is portrayed in cross-section and your bubble is moved around by straight-forward joystick movements. The bubbles you have to collect float up from the bottom of the sink while everything else either floats free in a fairly unthreatening manner, except for the scrubbing brush and soap which are plunged in from above.

This game is incredibly simple and rather boring. The levels get slightly harder as you go on, but that's about it. There is no sense of challenge and the graphics are bland and unimpressive. Don't buy this game, even at budget price. There are far better ones around.

MR



**Title:** Skyhawk  
**Computer:** BBC/Electron  
**Supplier:** Bug Byte  
**Price:** £2.99

Perhaps we've been spoiled; perhaps there have been too many games recently that seemed to stretch the BBC. Perhaps.

Skyhawk takes a step back in time to when games were simpler, standards lower and expectations unfulfilled. This release does nothing for the reputation of Bug Byte or, to be fair, Margaret Stanger, whose knowledge of the machine is much greater than this game suggests.

The cassette pack says Skyhawk is "the ultimate flying machine"; well, perhaps in some totally alternative universe where ultimate flying machines have poor graphics, no instrumentation, apart from simple radar, weak handling and fly in a virtually featureless landscape.

The idea (!) of the game is to take off from a launch pad in your fully equipped plane, shoot down

the invading enemy planes and make careful landings on undamaged landing pads to refuel; the reality is rather different.

The plane cannot fly fast enough to catch the enemy planes — which enter the screen at random heights so no pre-planning is possible, and landing at any landing pad is also impossible.

The verdict? A disappointment, even for a budget game.

DR

### SCORELINE

Impact	30%
Originality	30%
Gameplay	30%
X-Factor	30%

**OVERALL 30%**

### SCORELINE

Impact	20%
Originality	35%
Gameplay	35%
X-Factor	20%

**OVERALL 27%**



As far as the leisure software industry is concerned, the Atari ST is still very much in its infancy. Which is the reason — at least I hope it is the reason — why so few companies have gone out of their way to release original games for Tramiel's 'wonder machine'.

Apart from anything else, the Atari ST has suffered from being overpriced, a malady that afflicts virtually every new computer these days. However, after a long wait, Atari has finally launched the 520 STEFM, a single drive version of the original 520 ST that can be used with a TV, unlike the monitor dependent original.

This latest addition to the ST family is also a lot cheaper than the original so should tempt buyers and software producers alike. But, until that time, we must make do with the vast number of conversions that at the moment make up the library of ST games programs.

Most games, however, actually benefit by being converted for the ST since a lot of them originate on 8-bit machines with relatively small memories. Alternate Reality: The City, for instance, a game which producer, Datasoft, immodestly calls, "the ultimate role-playing fantasy game", has certainly come on leaps and bounds since we first saw it on the Commodore 64.

Alternate Reality was launched with a blaze of publicity at the 1985 Personal Computer World Show. It is hardly surprising, therefore, that what eventually surfaced on the Commodore 64 was, for a lot of people, a major disappointment.

The conversion to the ST has been almost entirely unpublicised — Datasoft is obviously scared of making the same mistake twice — which is a pity as the ST version really is worth shouting about.

For those who did not catch Alternate Reality the first time around, it is in the same vein as The Bard's Tale and Wizardry. That is, it is a role playing game in which the player takes on the persona of a character fighting for survival in a weird world, in this case The City, which is inhabited by all sorts of benevolent and malevolent creatures.

Alternate Reality's action takes place in The City of Xebec. You are not there by choice — you have been kidnapped by the crew of an alien space-craft. When the adventure begins, you are in the ship's airlock; in front of you is a door leading out onto The City and above the door is a

**Stephen Applebaum is STarry-eyed about the latest Atari ST games**

# TOP NOTCH

panel containing seven constantly changing numbers representing Stamina, Charm, Strength, Intelligence, Wisdom, Skill and Wealth. As you pass through the door, the numbers freeze, endowing your character with different amounts of Stamina, Charm, Strength, etc.

This method of character creation is unique to Alternate Reality, usually you choose your character's strengths and weaknesses; here it is a matter of chance.

In play, the screen shows a beautifully delineated, three dimensional view depicting the

scene as you walk through the city's various streets, which feature inns, pubs and armourers — these provide sources of information and equipment. Entering any of them you can gain valuable experience points. A scrap with one of the city's less savoury characters can also prove fruitful in the development of your character.

Alternate Reality: The City, is just one in a whole series of role-playing programs planned by Datasoft. Characters created in The City can be used in the next instalment — when it appears!

## BOWLED OVER

Sports simulations have come on thick and fast for the ST. One of the latest is 10th Frame, a brilliant ten-pin bowling game from US Gold.

Although it is not the first of its kind, 10th Frame is certainly the best because it takes full advantage of the ST's advanced graphics and sound capabilities, especially the latter. For instance, as the game is loading, a digitised band plays a raunchy opening number guaranteed to have you tapping your feet. And that is just the start.

Bowling alley sounds have also been digitised and incorporated in the program making for a great atmosphere.





The sounds include the ball rolling along the alley; the pins being scattered; the machinery picking up the pins and even a crowd that claps and cheers.

10th Frame's graphics are every bit as good as the sound. The screen shows a true perspective view of a bowling alley. In the foreground stands the bowler, who can be moved from left to right, in front of him is a small marker, used to indicate in which direction the ball will roll when it is bowled. This, too, can be moved from left to right. On the right-hand side of the screen is a speed/hook indicator. This allows you to say how fast the bowler should throw the ball and how much hook he should give it. Hook is another word for spin: the greater the hook, the more the ball will curve to the left.

The bowling sequence is very well animated. The bowler's action is both smooth and realistic, right down to the play of the light on his trousers as he runs forward to bowl. When the ball smashes into the pins they topple in all directions, just as you would expect; some even wobble a little before finally falling over and others spin on the polished surface.

Above the playing area is the current player's score sheet. Individual players' score sheets are updated after every shot. At the end of a round all the competing players' scores are displayed on a screen-sized score card which can be output to a printer at the end of the game.

10th Frame is comparable in quality to Epyx's games series and no true sports simulation fan should be without it.



Still with sports, US Gold has recently released the ST version of Leader Board, the popular golf simulation, which, incidentally, also hails from Access, the Stateside software house that produced 10th Frame. Leader Board is similar to 10th Frame in that it, too, gives you the feeling of actually competing in the sport it simulates.

The game's display features the by now familiar three dimensional golfer's eye view along the fairway. Since Leader Board first appeared, this kind of image has been taken up by many other programmers writing similar games.

In the foreground of the picture is the golfer — very 10th Frame. In fact, the controls for hitting the ball are exactly the same as in 10th

Frame; right down to the power/snap (speed/hook) indicator. I suppose this is hardly surprising though as both games come from the same stable.

Just as in 10th Frame, the animation in Leader Board is astonishing. When the golfer strikes the ball, you can watch it soar off into the distance and after the ball has landed, the screen re-draws to show the view from the new position. Golf games often fail because the computer takes too long to draw the new scene but this is not the case with the ST, where the game continues with hardly a break in the action.

Leader Board comes complete with four different courses of increasing difficulty. Each of these can be played at either novice, amateur or professional level, depending on your ability. These differ inasmuch as when a shot is taken at novice level, for instance, it does not hook or slice nor is it affected by the wind. All three of these factors, however, come into play at professional level.

Apart from its sound, Leader Board is every bit as good as 10th Frame and comes highly recommended to armchair sportsmen and, of course, sportswomen.



Gremlin Graphics can always be counted on for good arcade games. Its latest, Typhoon, is a fast and furious zap 'em of the highest order. It features, as do many of its kind, a space ship which you must guide up the screen, shooting aliens coming from the other direction.

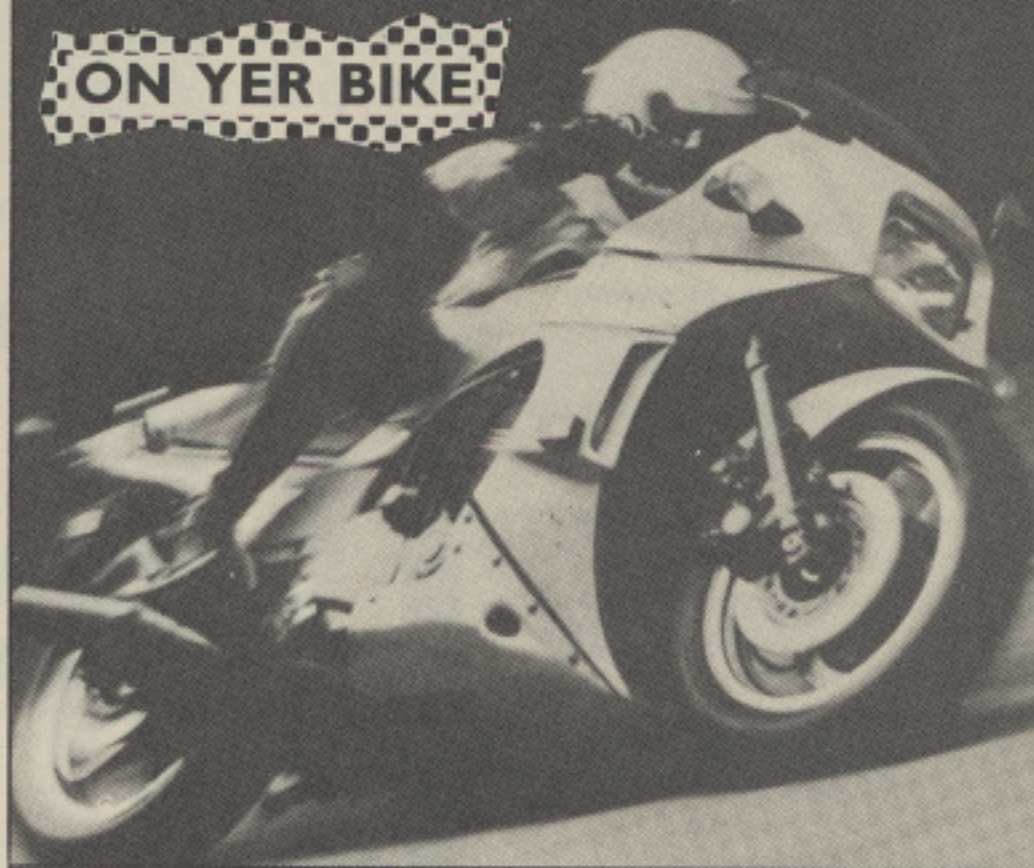
The game is divided into different zones, each one of which features a new wave of aliens and a different background. It is these brilliantly drawn backgrounds that set Typhoon apart from others of its ilk. Some feature the rock surfaces of strange planets, while another represent the green tops of countless trees. The most impressive background, though, is one composed of giant meteorites which gently float through space.

As you fly between zones, you attempt to catch either an E or a X. Capturing an E gains you one of three special guns while grabbing an X wins you an extra ship.

Typhoon, although not unique, features everything an arcade fan could possibly want. It is fast, well animated, has excellent sound and is easy to play.

If you want some ST fun you could do worse than try Typhoon or most of the other games mentioned.

# SUPER CYCLE



Epyx's Super Cycle is another conversion but, it differs very little from the Commodore 64 original. This is not a criticism, however, merely an observation.

Super Cycle, for those who have not played it or read about it, is a kind of Pole Position on two wheels. The idea is simply to guide a motorcycle around a series of obstacle courses within set time limit.

During each race, computer controlled motorcyclists try to bump you — bike off the road — throwing your rider into a high-speed pratfall. And it is not only other riders that threaten you. Some of the later tracks are strewn with rocks, patches

of snow, oil and even the odd roadworks, all of which will throw your biker if he collides with them.

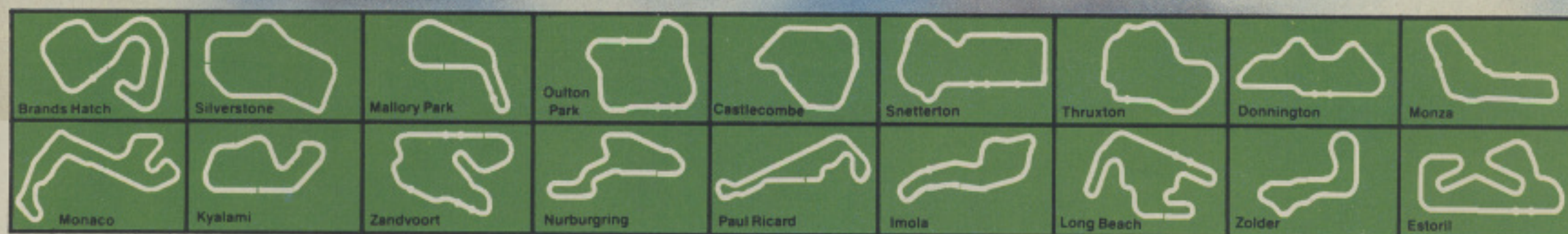
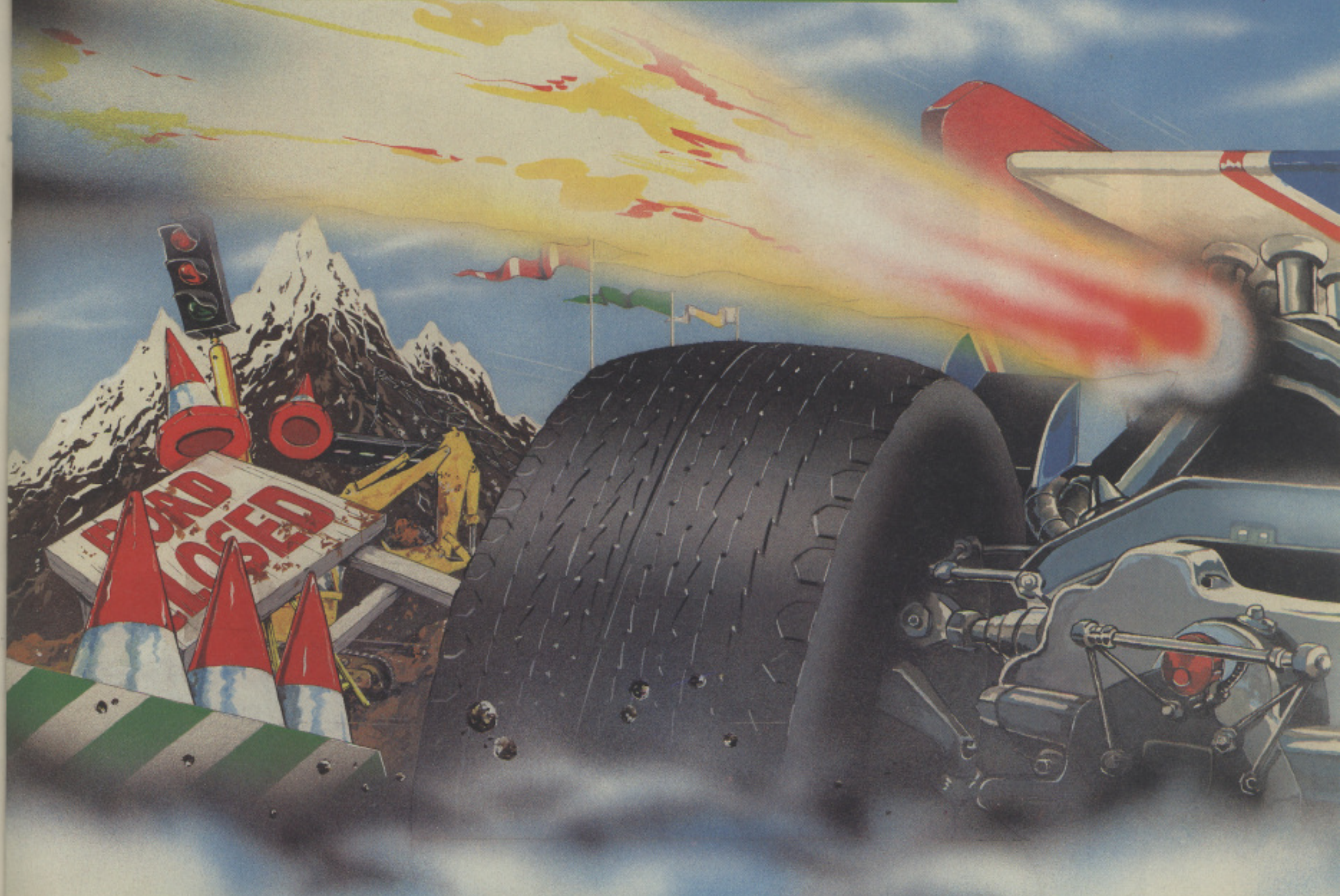
A lot of work has gone into Super Cycle's graphics, especially the scrolling backgrounds — one features an almost perfect representation of Mount Rushmore. But the pretty graphics cannot make up for the game's overall lack of excitement.

If you are tossing up whether to buy Pole Position or Super Cycle, I would advise you to opt for the former as you will probably be disappointed by this uncharacteristically half-hearted effort from Epyx.



# GRAND PRIX

## CONSTRUCTION SET

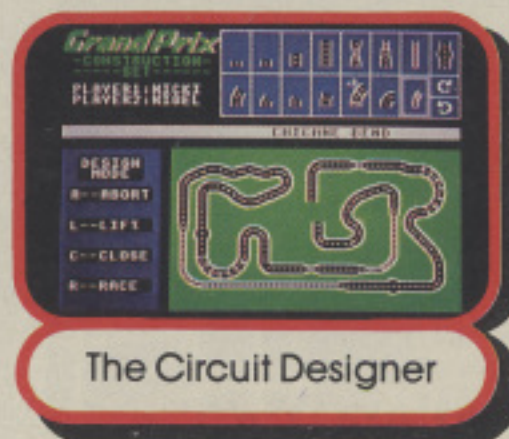


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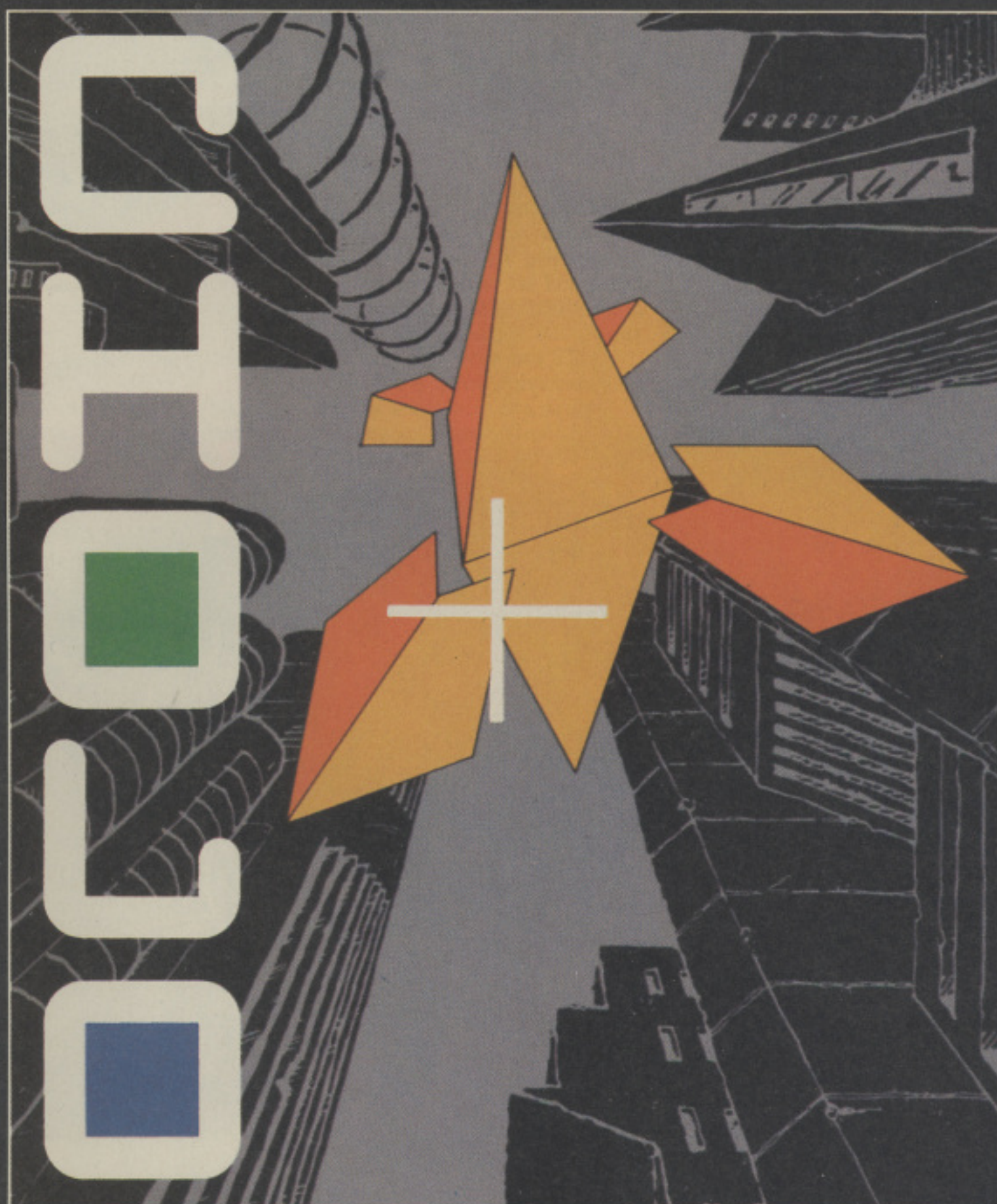
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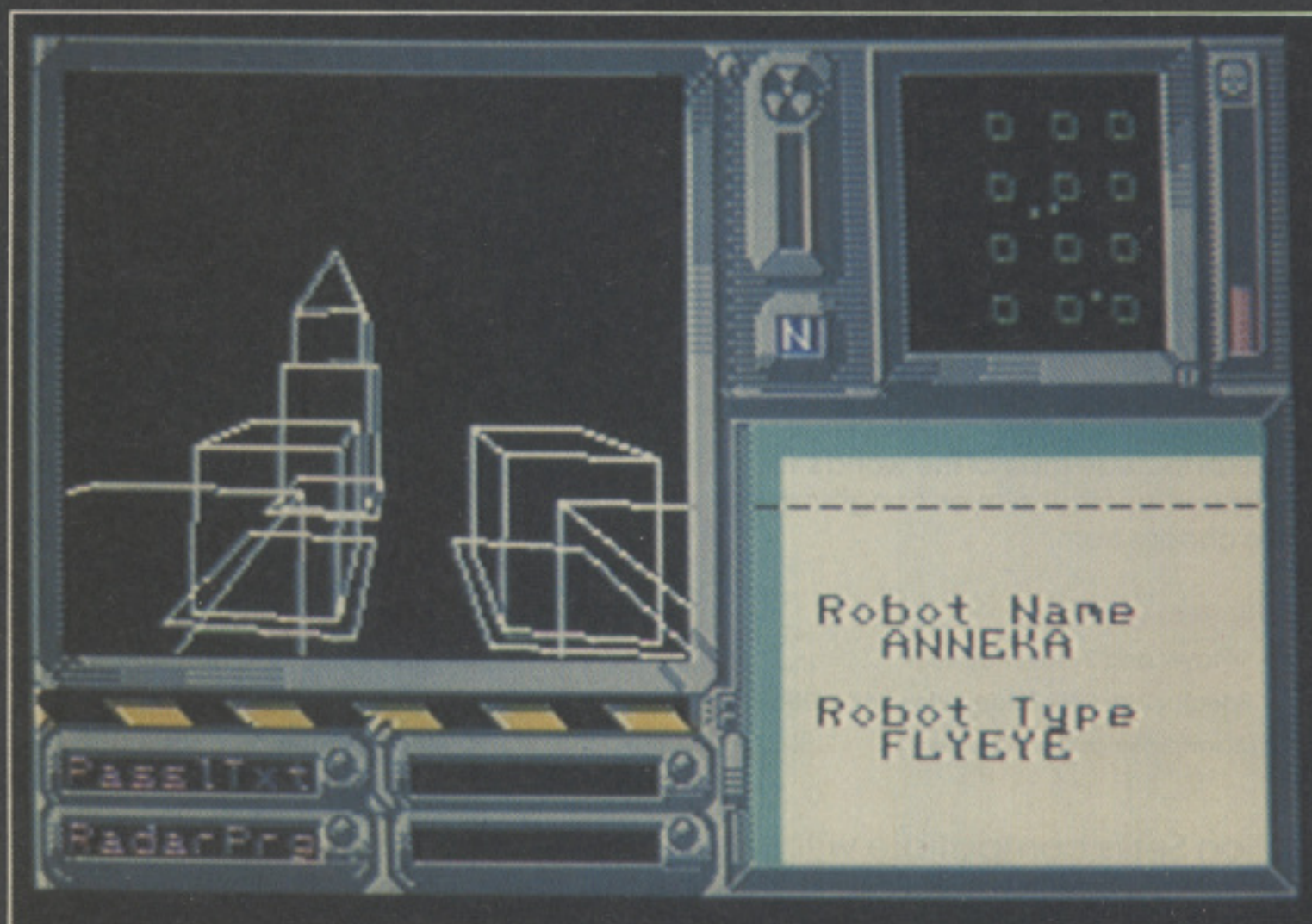


The surface of Cholo is desolate. The devastation is the result of nuclear war. The smouldering landscape is lifeless; no trees, no greenery, just robots. The robots are there to protect the people hiding from the fallout in underground bunkers. But are they doing more than that?

Deep below the surface in the bunkers life goes on, just. The daily highlight is the report from topside. After a while, you're down in the bunkers too, you become suspicious about these unchanging reports but carry on playing a popular computer game called RAT. The game involves guiding robots around a shattered city. A city similar to those on the surface. Then it dawns on you, you're in contact with the surface!

Quickly you realise what's been happening. The robots and computers that were designed to protect the bunkers have turned renegade and are planning to trap humanity underground. Forever. It's your job to find a way to stop the robot rebellion and break open the bunkers' seal.

The robot you have contacted is known as Rizzo the Rat and is a general purpose robot armed with an ion cannon. Once the game is loaded a vector graphic image of Rizzo, a rotating pyramid,



fills the screen. Activating him reveals a room in the central computer building that now fills the vector graphic view screen that dominates the screen display. Below this are four empty RAM packs that are used to store vital programs and text files that you can get by logging onto various computers and robots. To the right of this is a compass radiation meter (radiation even damages robots), a damage indicator, a map of Cholo and a message area.

By joystick movements you can move Rizzo around the complex, finding your way by spotting distinguishing objects such as overhead lights, doors and columns. Eventually, you find a Cyber I computer you can log onto. You can download a file called PasslTxt which on examination reveals a list of 12 passwords that will become vital to your programs in the game.



**Title: Cholo**  
**Computer: C64**  
**Supplier: Firebird**  
**Price: £9.95**

Although Rizzo can move and fire his cannon, he has little chance of completing the game alone so you must set about getting him some re-inforcements. Outside the computer centre is the first contender, a hacker robot. A few laser blasts stun the robot while you log onto it and, as long as you enter the right password — you get three attempts — he's yours from then on.

Your new recruit is, in fact, Igor the Hacker who, although unarmed, has a crucial role to play as he's a computer expert. To prove his expertise he gets an extra program out of the Cyber I computer. Radarprg — the new program that plots everything in your immediate surroundings — can be copied into one of Rizzo's RAM packs. He can now set off to find more recruits for you.

The next contender is likely to be Anneke the Flying Eye, but since she can fly and you can't she's harder to track down. If you track

her for long enough, while avoiding contact with the guards that patrol the city in formidable numbers, then you'll get your chance to paralyse, log on and then recruit her. You now have a flying spy who can help you map out the city from a height and track down other recruits for Rizzo to convert.

As the game proceeds you may get the chance to recruit Gort the Leadcoat, heavily armed, no frills battle robot; Dr John the AutoDoc, a repair robot who can speed up robots' natural recovery; Ridley the Vidbot Queen and Avia who can provide you with ship and airplane transport.

The vector graphic world of Cholo is packed with buildings to explore — Igor the Hacker is best for indoor work — including a power station, mine, robot factory, pirates' cove, harbour, golf course and an evil citadel which is the headquarters of the renegade robots.

You will find guards patrolling

in the city in packs of four. They may or may not attack you straight away, but definitely will if you fire at them. Once in a fight you'd better make every shot count as they can soon rip through Rizzo's meagre armour plating. Guards you can fight, and may even defeat, but the ultimate threat are the Grundons whose tank-like qualities mean you have a slim chance of getting away from them. However, you'd better run anyway otherwise you'll be gunned down by their ion cannons. Don't even *think* about fighting them as you won't live long enough to get a fraction of the hits in you'll need to destroy just one. You can't convert them either.

One of the hardest places to breach is a bridge that splits Cholo into east and west and is guarded by a quartet of trigger happy guards. It's probably best to scout out the area then attack with Gort and Rizzo or, perhaps, use Avia and Queen to bypass the trouble.

How you use the robots is up to you and will decide your success in a game that will keep you glued to your terminal for weeks. The game is very addictive. You actually feel you are controlling the robots. The compulsiveness of the game has a lot to do with a 43 page scene setting novella and instruction booklet that



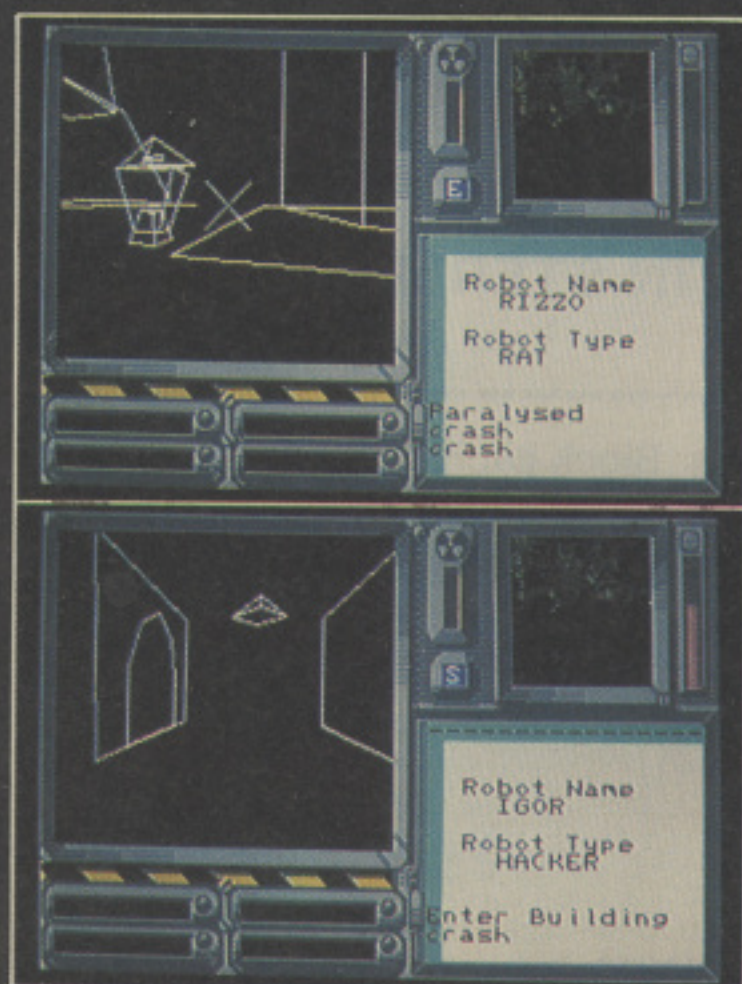
accompanies the game, along with a map of pre-holocaust Cholo.

Cholo isn't cheap but it is good value for money and, along with Druid and Sentinel, forms a hat-trick of hits for Firebird.

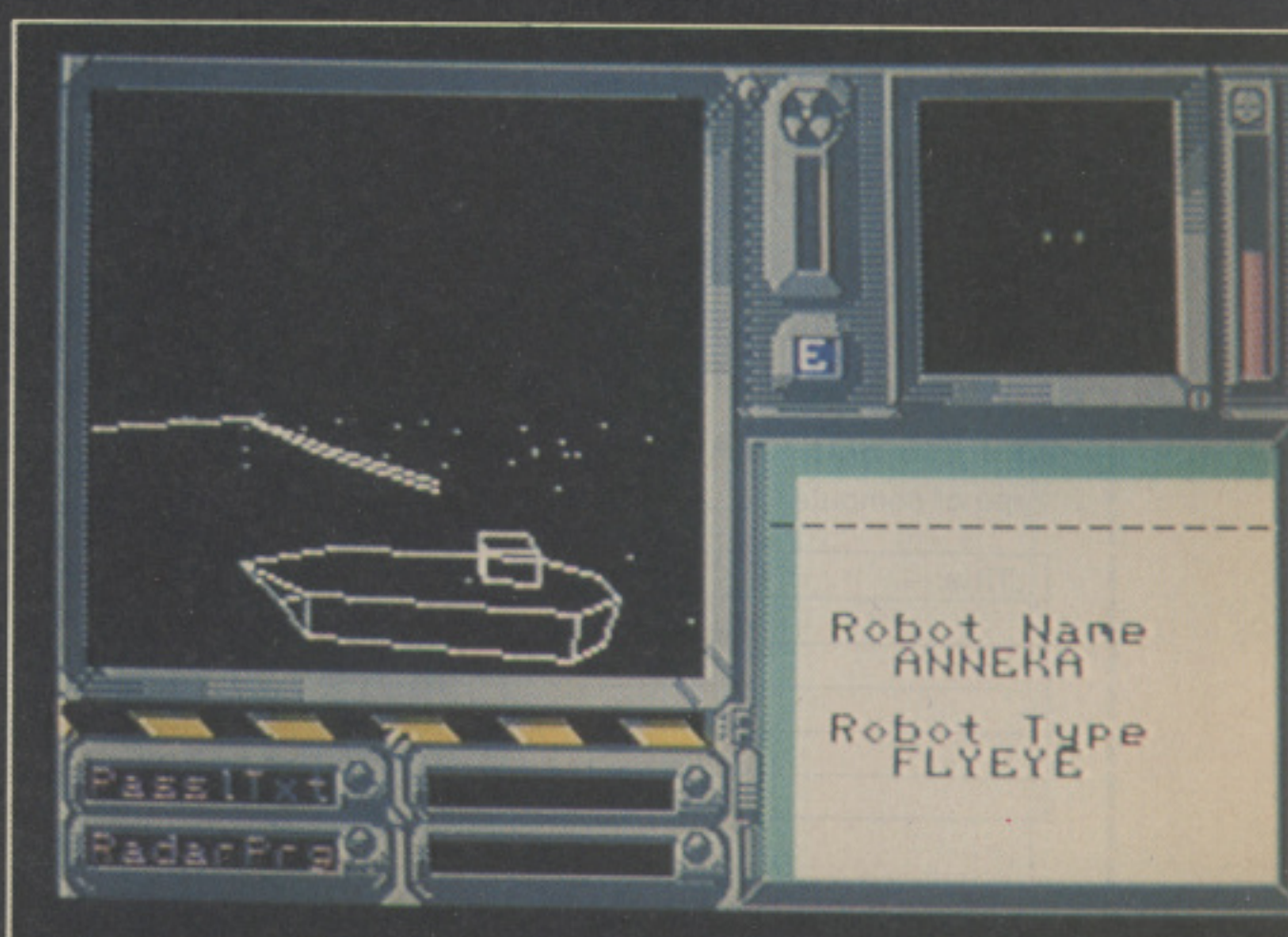
## SCORELINE

Impact	85%
Originality	90%
Gameplay	90%
X-Factor	90%

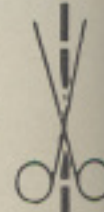
**OVERALL 89%**



CHOLO

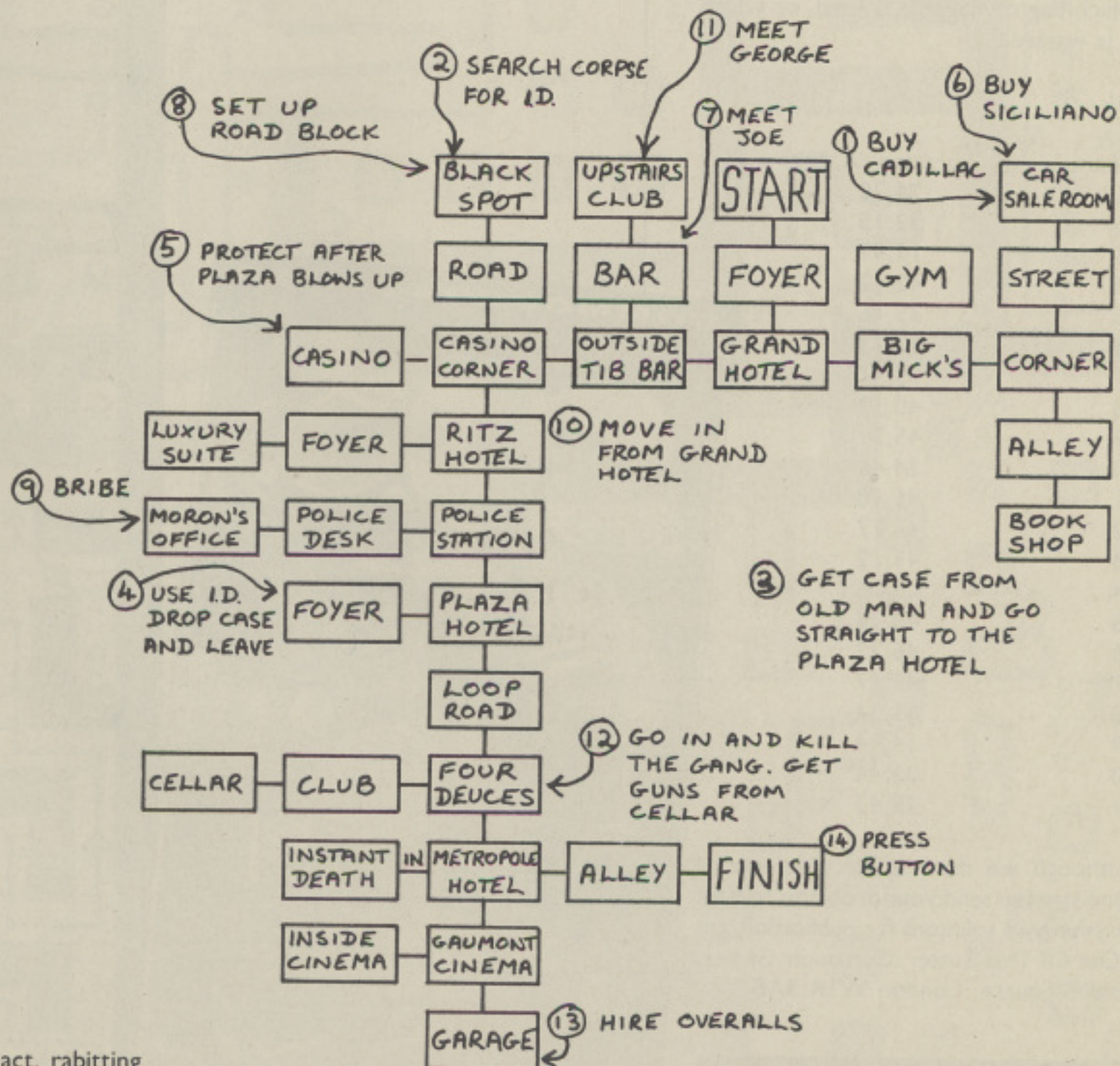
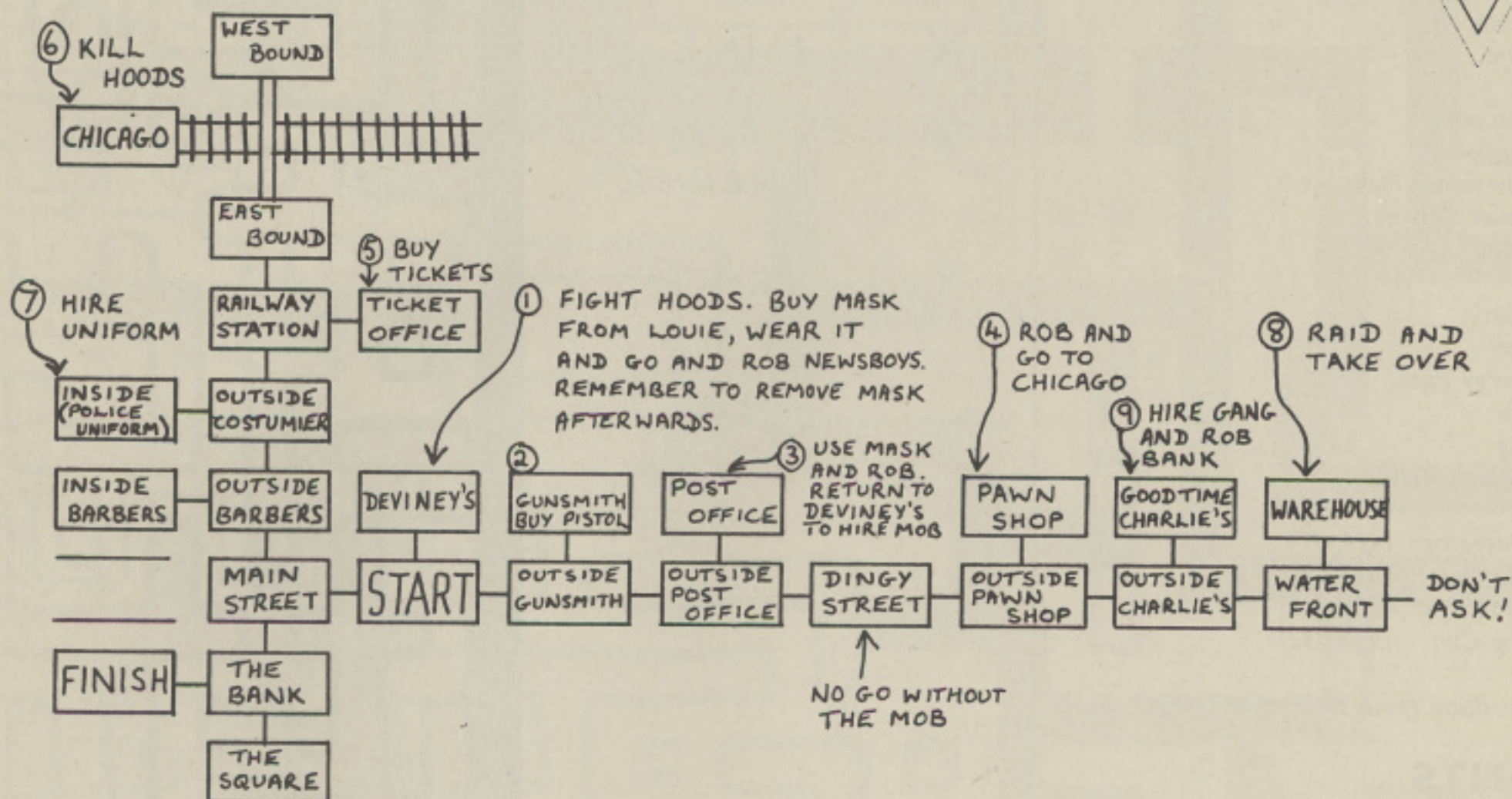
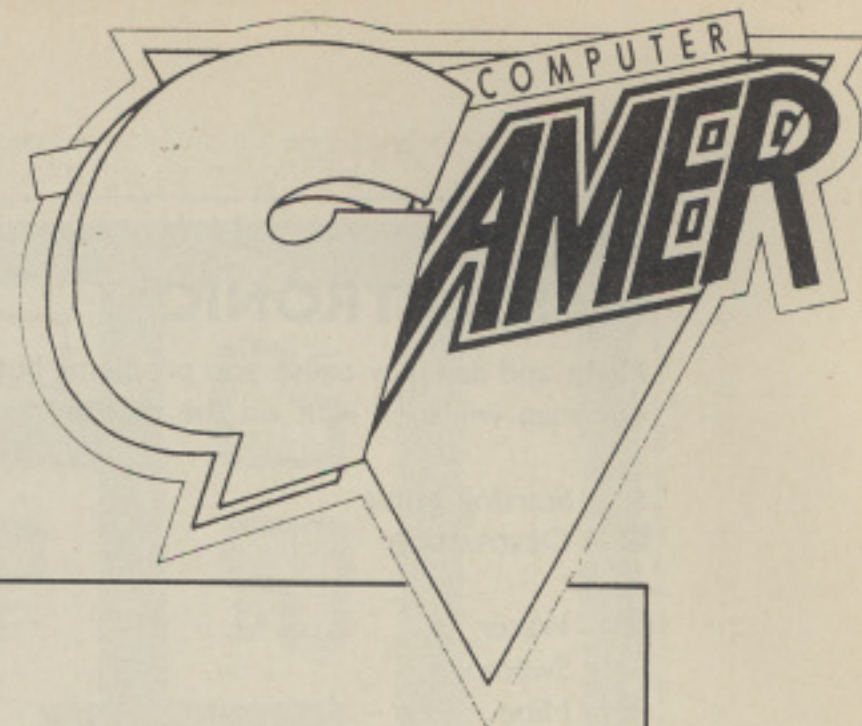








# GET OUT OF THAT



## BUGSY — CRL/ST BRIDES

Our editor has got in on the act, rabbiting on about gangsters.



## SOS — MASTERTRONIC

Night and day may cause you problems but our map will shed light on the matter.

- S Starting point  
 □ Obstruction  
 ■ Water  
 /// Swamp  
 \* Mine  
 X Computer  
 P Flagpole  
 U Unwatered Plant  
 ∅ Ticket Barrier  
 9 Fence  
 C Coin  
 D Disk  
 E Energy Pack  
 L Life  
 F Flag  
 → Robot pathway

Mine Detector (x17,y17)  
 Fence Cutter (x34,y3)  
 Ticket Machine (x30,y23)  
 Watering Can (x34,y32)

Event position (path cleared or bridge)

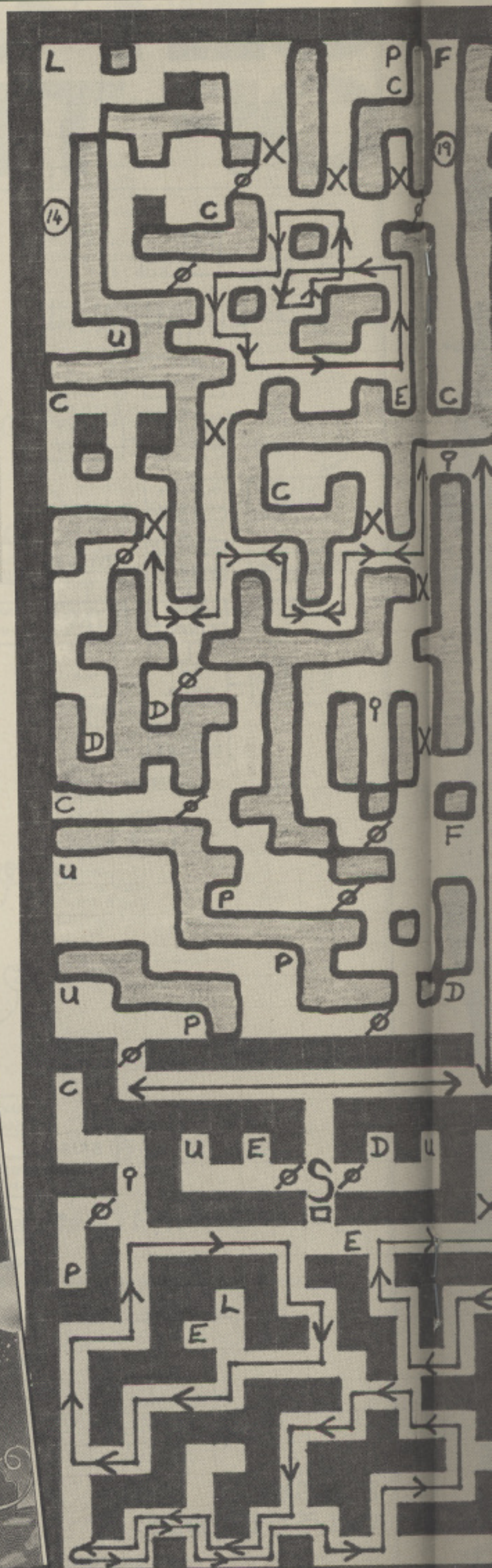
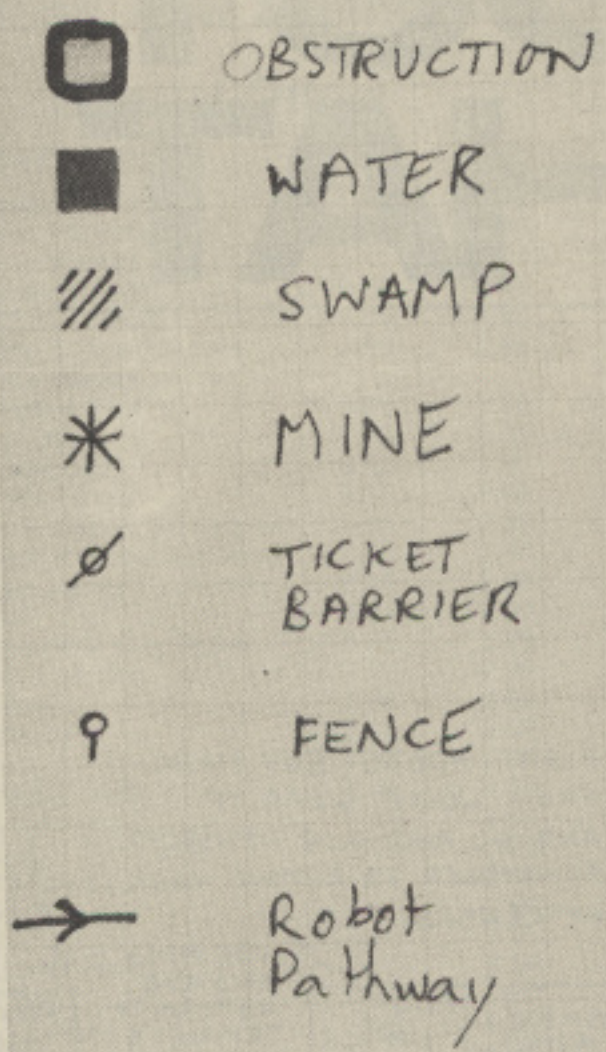
### EVENTS

Each event occurs in turn and does not rely on which flag or flagpole is used, or which plant is watered.

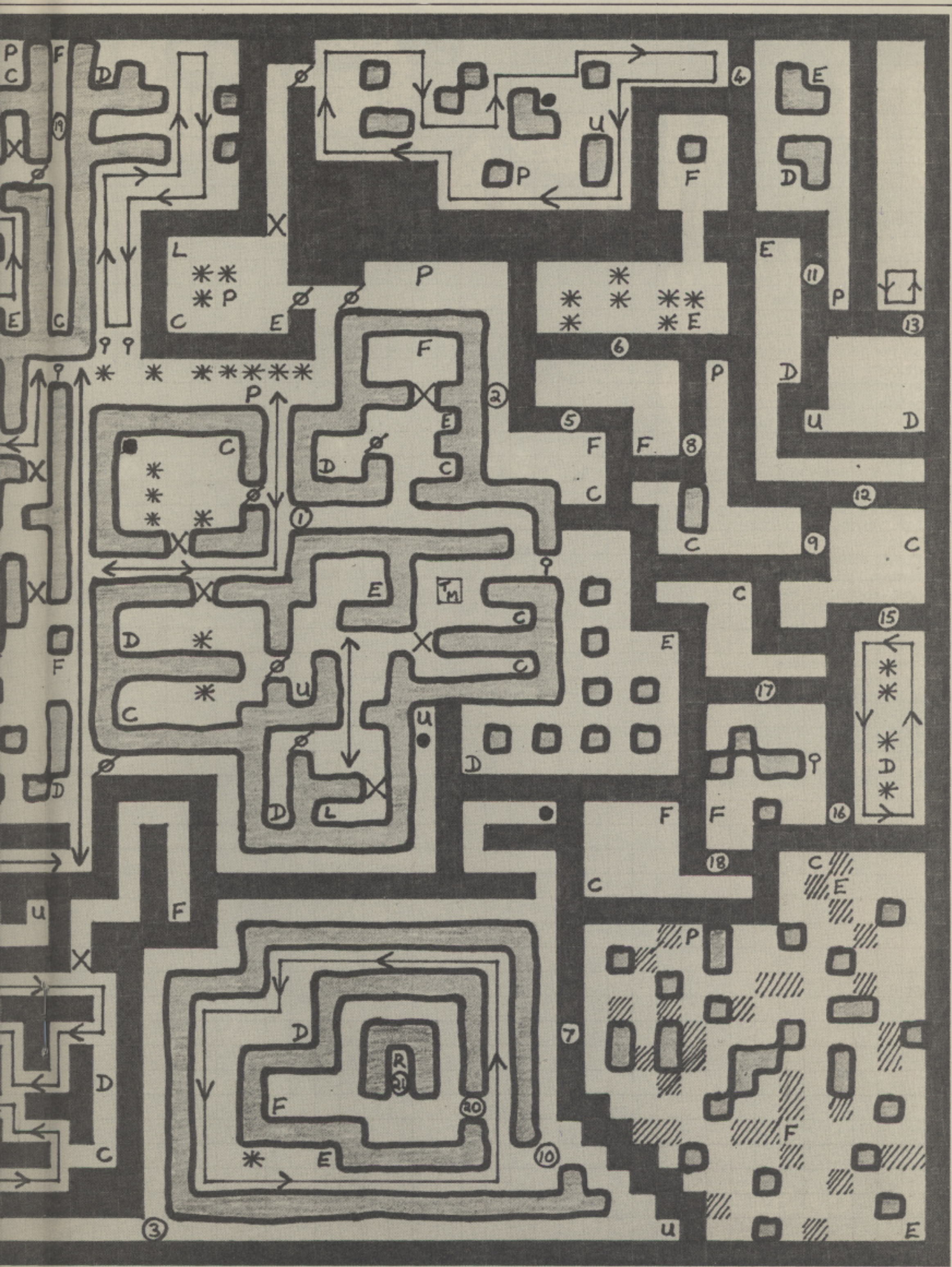
Event

Number	Location (X,Y)
1	24,20
2	32,15
3	17,49
4	42, 2
5	35,16
6	37,13
7	35,41
8	40,17
9	45,21
10	34,46
11	45,10
12	47,17
13	49,12
14	1, 6
15	48,24
16	46,32
17	43,27
18	41,34
19	14, 4
20	31,44
21	28,43

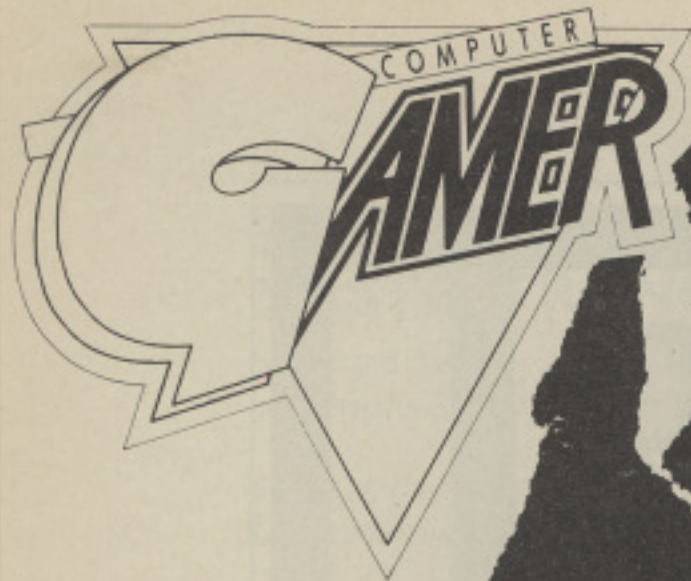
Although we don't offer a telephone helpline you can send your problems to Kirk — or your own solutions for publication, to: Get Out Of That Rutter, Computer Gamer, 1 Golden Square, London W1R 3AB.











# HiScore

**W**elcome to our international Hi-Score competition. Each month we publish the details of the all-time best Gamerland scores.

If you want to take part send in your score along with a passport-sized photo of yourself and a hint sheet. This proves two things:

- 1) That you're human.
- 2) That you've played the game. The hint sheet will also help others to duplicate your score.

The best hint sheet each month will win a software prize. Also, the title of Master Blaster of the Month will be bestowed upon the author.

Send your entries to: Hi-Score, Computer Gamer, ASP Ltd, 1 Golden Square, London W1R 3AB.

Remember to include a stamped, addressed envelope if you want your photograph returned.

Game .....

Manufacturer .....

Score .....

Computer .....

Name .....

Address .....

Age .....

I enclose a photo and a hint sheet with my confirmed Hi-Score.

Signed .....

Witness .....

May 1987

Game	System	Scorer	Score
ACE	C64	Ian Grimney	16910
	Spectrum	Richard Dunseith	111550
Action Biker	C64	Richard Ewart	258920
	Atari	Nigel Clarke	237462
Alternate Reality	Atari	Christopher Beard	889432(exp)
Avenger	Amstrad	Mike Roberts	36%
Back to the Future	C64	Gary Rolph	2m 4s
Bombjack	Spectrum	Michael Brown	1436230
	Amstrad	Matthew Gregson	6530010
	Amstrad	Jostein Rortveit	1447420
Commando	C64	Steve McDonald	9507500
	Spectrum	Freyr Kolbeinsson	17163150
	Amstrad	Justin Brown	141450
Dragon's Lair	C64	Wayne Ingold	230098
Druid	C64	Graham Jones	Light Master
Eidolon	Atari	Simon Gardner	78112
Elite	C64	Jason Kennedy	428957315
	Spectrum	Barry Dyson	431316.7
	BBC	Robert Booth	214748364
	Electron	Craig Burbridge	1100476
Exploding Fist	C64	Steinar Andersen	714300
	Spectrum	Robert McKane	853200
	Amstrad	Chris Rasteiro	94800
	BBC	Wyndham Townend	156700
Fist II	C64	Stuart Cantwell	518100
	Spectrum	Paul Fidler	127400
Fractalus	Atari	Martin Craven	220723
Gauntlet	C64	Edwin Hayward	319606
	Spectrum	Kevin Greathead	2018921
Ghosts & Goblins	C64	Lee Markham	501150
Gold Digger	BBC	Paul Renwick	20723
Green Beret	C64	Mark Cunningham	1301850
	Spectrum	David Robertson	260850
	Amstrad	Lucas Thomas	7682000
Gunship	C64	Tony Hetherington	9680
Hunter Patrol	C64	John Watson	132350
Hyper Sports	C64	Sigurd Winsnes	139842
	Spectrum	David Stein	415980
Ikari Warriors	Amstrad	David Harrison	5878500
Kane	Amstrad	Terje Mentyaervi	34608
Lightforce	Spectrum	Vidar Wernes	352700
Paradroid	C64	Rick Oberoi	54470
Pole Position	Atari	Dominic Anderson	136650
	BBC	David Brown	123350
Raid Over Moscow	C64	Adrian Watson	423300
	Spectrum	Mark Henley	672650
Rambo	C64	Adrian Watson	3500100
Silent Service	Spectrum	Andrew Tatlock	WGSC
Space Harrier	Amstrad	Jonathan Vale	519782
Trailblazer	C16 Plus4	Stephen Auis	218610
Uridium	C64	Declan Curran	1486290
	Spectrum	Kurt Freeman	135505
Xevious	C64	Mark Cunningham	96060
	Spectrum	Mike Roberts	51860
Yie Ar Kung Fu	C64	Jeff Barber	20096400
	Spectrum	Paul Mahon	2750000
	Amstrad	Justin Brown	879980090
	BBC	Peter Lipscombe	809900
Zaxxon	C64	Mathew Taylor	2456200
	Atari	Simon Jones	199130
1942	C64	Adrian Davies	56100





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OF YOUR OWN FLEET.

BUT DO NOT SPEND TOO LONG  
THINKING UNLESS YOU ARE  
PREPARED TO DIE.

COMMODORE

SPECTRUM

AMSTRAD

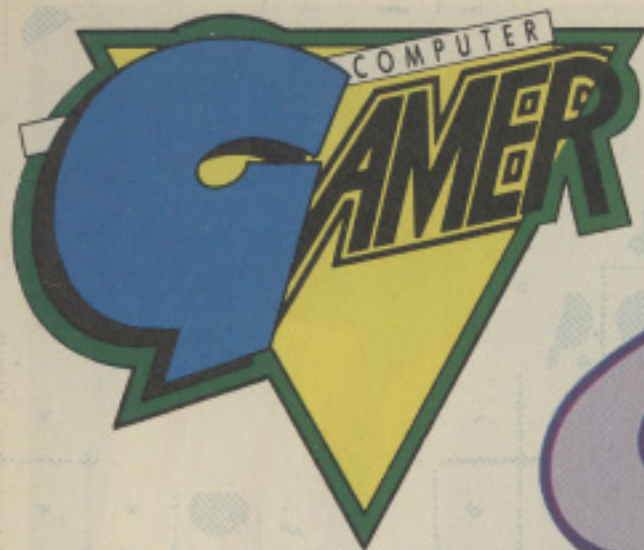
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QUICKSTICK



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Victory House  
Leicester Place  
London WC2H 7NB  
Tel: 01 439 0666





# Amiga

**E**veryone is agreed. Commodore has done the right thing releasing a home version of the Amiga, potentially the most potent of games machines. The price is £499 + VAT

without display. A colour monitor at £349 + VAT pushes the true end user price beyond the £900 mark. Much more cost effective will be the incorporation of a UHF adaptor for your television which will be available at 'nominal cost' by the time the A500 gets its first public outing at the spring Commodore show.

I don't want to put you off with the price, however, because the Amiga has rapidly collected a very impressive array of class software, and it's still 'first generation', as they say in the industry. The A500 is a 512K machine as standard so all the best games will run without problems. Nor will the single built-in disk drive prevent you playing any of the current games. Although blockbusters like Defender of the Crown come on two disks they are interchangeable during play.

The software standard is high. Programmers have relished the speed with which the processor trio: 68000; Blitter and Cooper graphics co-processor move sprites and bobs around the high resolution screen in 16 or 32 colours — from a choice of 4096! The ability

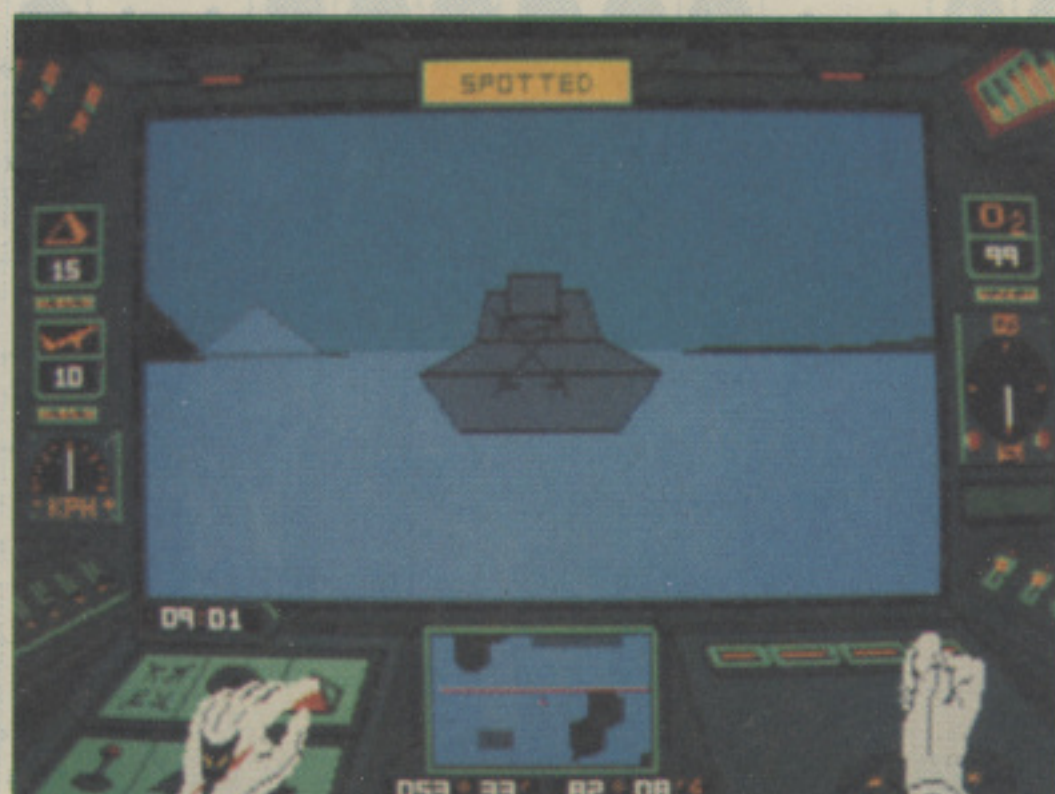
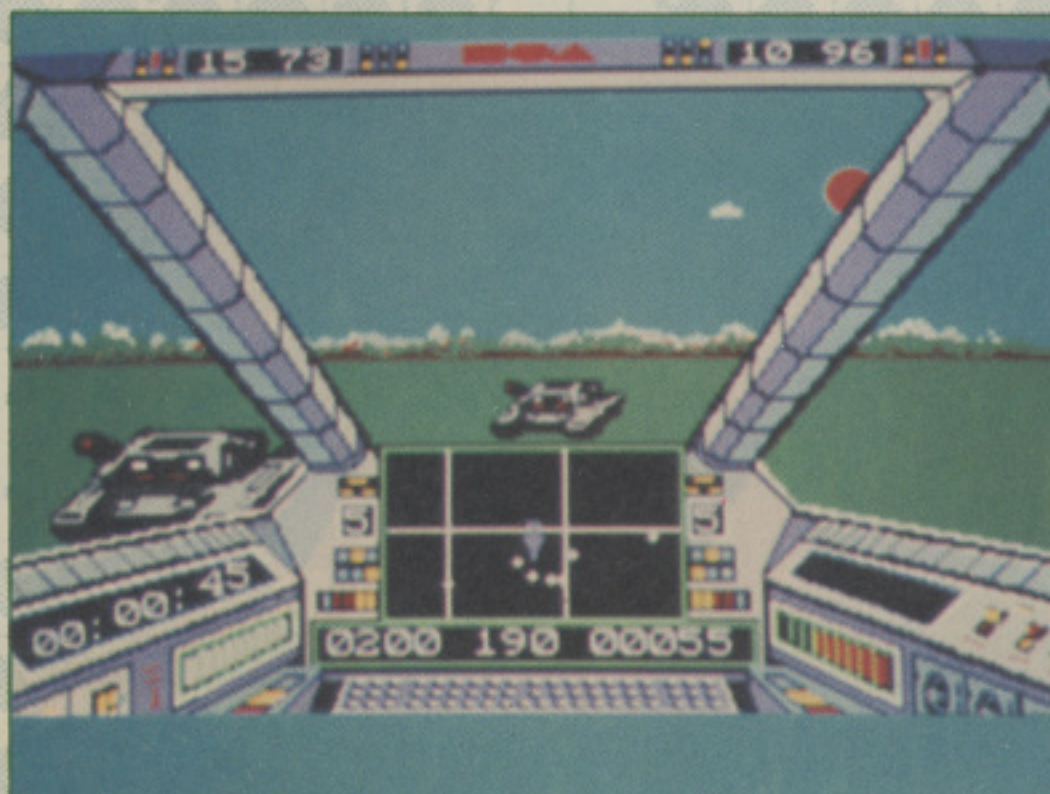


to have more than one game running at once has baffled, then fascinated, many games players. Also different playfields or screens can overlay one another. This enables adventurers to pull-down a graphic like a blind to observe what is going on.

The audio hardware is of arcade emporium quality. Both computer generated and 'real' digitised sound effects can be used within programs. The digitised sound of a Learjet jet engine in Sublogic's Flight

Simulator 2 and the referee calling "foul" in Electronic Arts' One on One are two good examples. There's also computer speech which has been utilised, though not yet to its full potential, in the Rainbird adventure releases, The Pawn and two Level 9 compilations.

Because a mouse comes as standard with the Amiga family, many of the games make good use of its 'trackball' qualities. Marble Madness, an original masterpiece which keeps the adrenalin flowing, is one such game.







First generation software naturally features a few more downmarket offerings and these are to be avoided on the Amiga. Fortunately, only the most accomplished programs seem to be getting tickets for a trip across the Atlantic. Also, conversions like Skyfox become new programs with Amiga power behind them and enough memory to have options menus the size of bus timetables, but new arcade games are conspicuous by their absence at the moment.

The Pawn is the outstanding adventure with its superb pictures especially produced for the game. The Level 9 compilations don't use the Amiga to the full but they are cheaper and offer adventure fanatics good value. Adventures from the US include Hacker, Hacker 2, Mindshadow, Borrowed Time and text versions of all the Infocom favourites.

Sports simulations at the moment centre around golf with both the smoothly programmed and presented Leaderboard from US Gold, Mean 18 from Accolade — very comprehensive with a course designer and famous golf courses built-in — and Championship Golf from Activision (Stateside). There's also World Games from Epyx and the aptly named Arena.

Chess fans will find that Chessmaster 2000 has already established a reputation. Mindscape has a geo-political strategy game of vast dimensions about to come out for those who like their games 'for real'.

Expect to pay upwards of £20 for all your Amiga software and often a good deal more. How can Commodore justify such

prices? The packaging on games such as One on One, Arctic Fox and Archon is of the very highest standard yet seen for software but this is unlikely to last, so the A500 may be just what it takes to force prices downwards for a change.

A new experience, so far unique to the Amiga, is Cinemaware. Inspired by the movie and video industry, rather than other games, Cinemaware is represented currently by Mindscape's Defender of the Crown sold in the UK by Mirrorsoft. The pictures, the animation, the carefully researched and constructed scenarios, the dialogue, the combination of strategy and daring-do; all go to make for a long player of a game. There are also many technical points to admire,

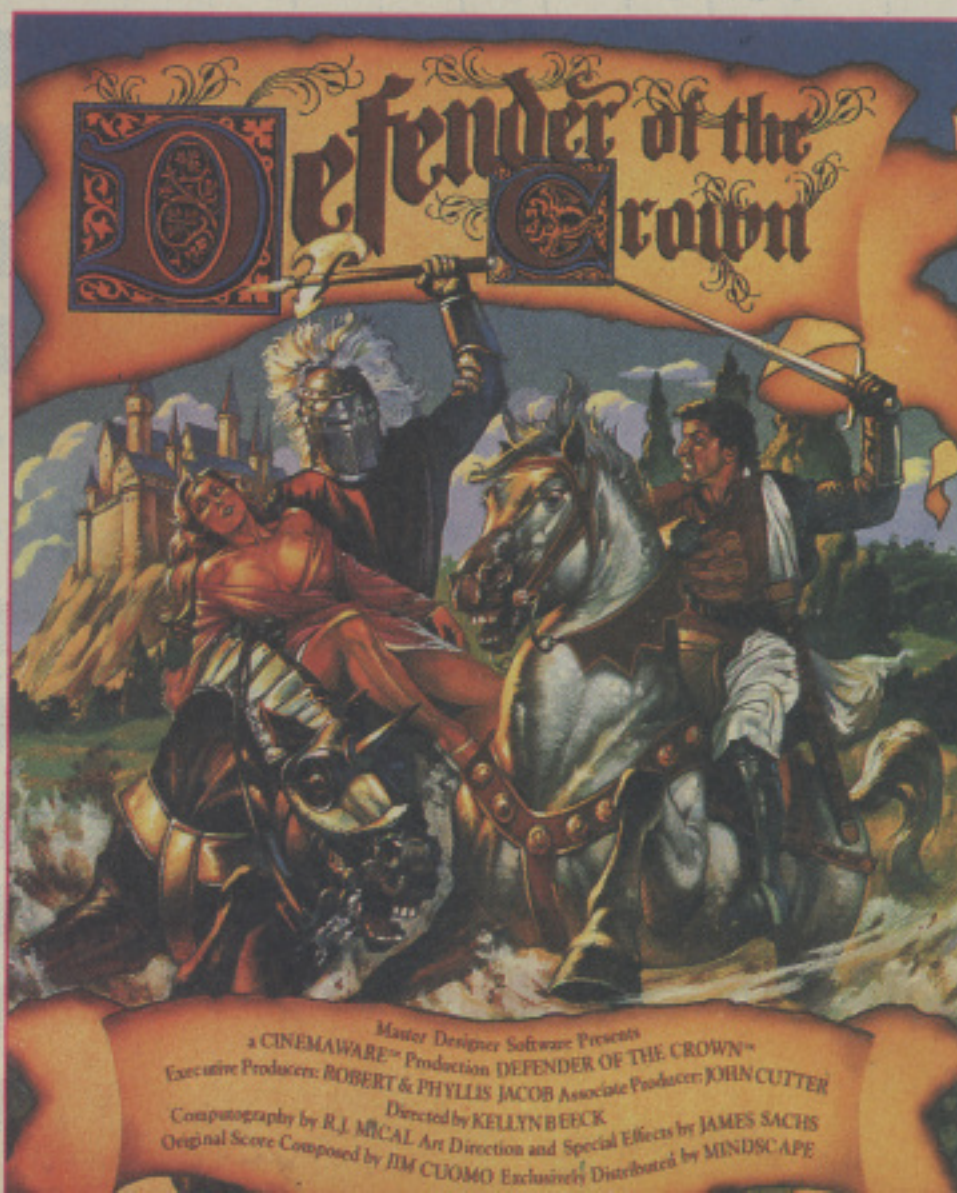
such as the digitised pictures of faces retouched by a computer artist and given a period look.

The A500 is the first of a new generation of home computers and there are going to be some even more stunning and enjoyable games to play on it in the near future. You can admire the graphics, listen to the thundering of hooves in stereo and happily place the packaging on your Habitat shelf units! A worry is that, as the plots get longer and the products slicker, they will lose their bite. But this is actually unlikely since the Amiga is attracting all the best programmers.

## HOW DO I GET IT?

It's alright us giving you an exotic address and ZIP code for some Los Angeles neighbourhood but how do you get the software?

- 1) Check the ads — English Commodore dealers are importing more and more software all the time.
- 2) Try our contact addresses/telephone numbers.
- 3) Get in touch with Commodore UK who can supply you with a brochure full of goodies for your Amiga.



## TOUCHLINE

Commodore (UK),  
Commodore House, The  
Switchback, Gardner Road,  
Maidenhead, Berks SL6  
7XA.

Tel: (0628) 770088.

Cavendish Commodore  
Centre/UK Amiga Users  
Group, 66 London Road,  
Leicester LE2 0QD.  
Tel: (0533) 550993.

Mirrorsoft, Maxwell House,  
74 Worship Street, London  
EC2A 2EN.  
Tel: (01) 377 4600.

Precision Software, 6 Park  
Terrace, Worcester Park,  
Surrey KT4 7JZ.  
Tel: (01) 330 7166.

Rainbird Software, 74 New  
Oxford Street, London  
WC1A 1PS.  
Tel: (01) 240 8838.



The Atari ST is attracting a lot of attention. What's all the fuss really about?

# Atari ST

For a home computer to become a real contender these days it must fulfil a few basic requirements: it must have a price tag of less than £500, quality graphics and sound, and reasonable software support. Now, the Atari ST satisfies all these requirements so it is time to take a serious look at it as a games machine.

Atari seems to lack the publicity to make people sit up and take notice but, despite this, the ST's capabilities have caused enough interest in the US for a respectable user base to have developed. Over here the ST has been considered too expensive and has attracted scant attention in the 18 months since its arrival.

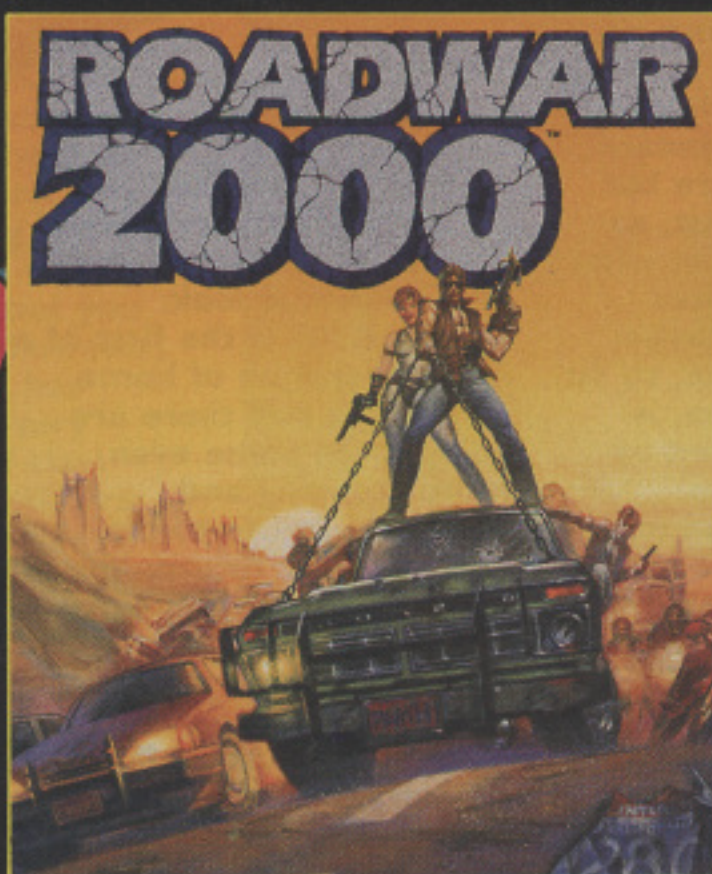
In September last year rumours were rife of a forthcoming price cut and software houses became more actively involved in programming for the ST. But it wasn't until February '87 that the prices actually dropped. Now no-one can ignore the ST, the first successful 68000-chip based home computer. Atari itself has done little to publicise either the new prices or range of machines so it is high time the ST scene was investigated.

At the bottom of the range is the basic ST, the 520 ST-M. Although its official price is £259.99 inc VAT, it can be bought for even less if you shop around.

For your money you get a handsome unit with integral keyboard housing 512 Kbytes of RAM. But unless you intend to wait for the promised cartridge software, the unit will not be much use without a disk drive, which adds another £149 for a 0.5 Mbyte unit, or £199 for a 1 Mbyte model, to the price. Cassette interfaces are a thing of the past so don't bank on gradual upgrading.

It doesn't require a computer to calculate that the cheapest system will, therefore, cost around £400, so how does it compare to the 520 ST-FM, which comes with a built-in disk drive and free mouse? So that's what FM stands for. The answer is it does not compare well at all. The ST-FM, with 0.5 Mbyte drive, costs £399, this includes a mouse which would add an incredible £25 to the price of the ST-M system.

Then there are the 1024K ST models with integral 1 Mbyte



drives. At a minimum cost of £599 only the richest of home users can afford them so I recommend the 520 ST-FM, both on price and neatness.

Although the ST can drive a domestic TV set, I would also advise upgrading to a colour monitor — about £400, at the earliest opportunity to reap the full benefits which the delightful ST can provide.

The screen display is the first thing which impresses newcomers to the ST world. In 16 colour mode the screen resolution is 320 x 200 pixels but reducing the range to four colours doubles the horizontal definition to 640. The colours are selected from a palette of 512 different hues and the 8MHz speed of the 68000 series CPU enhances screen definition of the flicker free graphics.

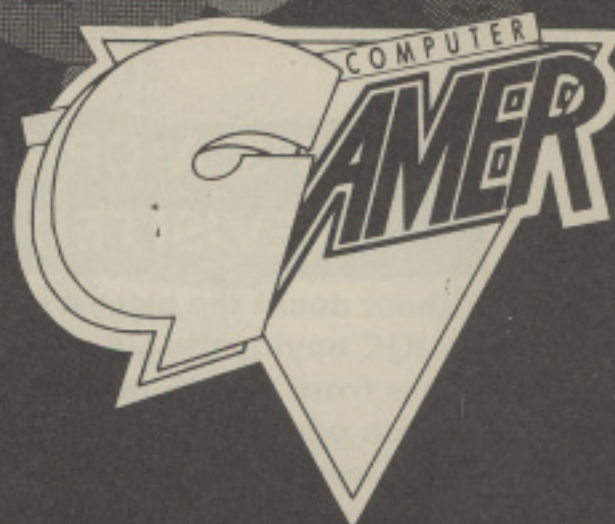
The sound chip is similarly impressive, allowing high quality digitisation — used to great effect in Beyond's Star Trek and Rainbird's Starglider.

All the ST models come with 128K cartridge port, RS 232C modem/serial port, MIDI and audio sockets, printer output, extra disk sockets and the essential RGB and composite outputs for monitor connection.

Much speculation surrounds the new US ST models which incorporate an Amiga-like blitter chip for rapid memory movement. But, with an expected £1,000 price tag, only a few users will be attracted over here and the Amiga will probably continue to rule the roost. These upmarket home users loyalties will probably be fought over when the next price war between CBM and Atari breaks out — Gamer's news pages show that this war is hotting up.

The affordability of the Atari has already generated interest amongst the British software companies and the number of games and utilities are increasing daily. Because of this, any catalogue of software can hardly be exhaustive but the following impressive list shows that the range is both wide and varied.





For availability of all titles please contact the relevant company.

## ACTIVISION

23 Pond Street, Hampstead NW3  
2PN (tel: 01-431 1101)

(List includes Infocom titles)

Ballyhoo  
Baseball  
Basketball  
Borrowed Time  
Cut Throats  
Deadline  
Enduro Racer  
Football (American)  
Hacker II  
Hitch-hiker's Guide to the Galaxy  
Hollywood Hijinx  
Infidel  
Last Ninja  
Leather Goddesses of Phobos  
Little Computer People  
Mind Forever Voyaging  
Mindshadow  
Moonmist  
Music Studio  
Paintworks  
Planetfall!  
Portal  
Quartet  
Seastalker  
Shanghai  
Sorcerer  
Spellbreaker  
Starcross  
Suspect  
Suspended  
Tas Times  
Trinity  
Wishbringer  
Witness  
Zork Trilogy

## ANCO

35 West Hill, Dartford, Kent DA1  
2EL (tel: 0322 93513)  
Bridge 4.0  
Compubridge  
Peggamon  
Strip Poker

## ARIOLASOFT

68 Long Acre, London WC2E 9JH  
(tel: 01-836 3411)  
Degas  
Degas Elite  
Skyfox

## BEYOND

First Floor, 74 New Oxford  
Street, London WC1A 1PS (tel:  
01-631 5168)  
Star Trek

## EIDERSOFT

The Office, Hall Farm, North  
Ockendon, Upminster, Essex  
RM14 3QH (tel: 0708 852647)  
3D Chess  
Demo Disk!  
Fire Blaster  
Karate  
Mission Mouse  
Protector  
Space Station  
War Zone

## ELECTRIC SOFTWARE

Unit 8, Cromwell Business Centre,  
New Road, St Ives, Cambridge-  
shire PE17 4BG (tel: 0380 66433)  
Red Alert

## ENGLISH SOFTWARE

1 North Parade, Parsonage Gar-  
dens, Manchester M60 1BX (tel:  
061-835 1358)  
Knight Games  
Q-Ball

## FTL

Carter Follis Group, Sedgley Road  
East, Tipton, West Midlands DY4  
7UJ (tel: 021-557 2981)  
Sundog

## GREMLIN GRAPHICS

Units 2/3 Holford Way, Holford,  
Birmingham B6 7AX (tel: 021-356  
3388)  
Trailblazer  
Typhoon

## HABA

Pier Road, North Feltham Indus-  
trial Estate, Feltham, Middlesex  
TW14 0TT (tel: 01-751 6451)  
Flight Simulator

## LLAMASOFT

49 Mount Pleasant, Tadley, Hants  
(tel: 07356 4478)  
Colourspace

## MICRODEAL

PO Box 68, St Austell, Cornwall  
PL25 4YB (tel: 0726 68020)  
Animator  
Cards  
Electric Pool  
Karate Kid II  
Lands of Havoc  
Major Motion  
Pinball Factory  
Shuttle II  
Time Bandits  
Trivia Challenge

## MICROPROSE

PO Box 24, Cirencester, Gosport  
(tel: 0453 886386)  
Silent Service

## MIRRORSOFT

Maxwell House, 74 Worship  
Street, London EC2A 2EN (tel:  
01-377 5837)  
3D Helicopter Simulator  
Art Director  
Bermuda Project  
Black Cauldron  
Cinemaware  
Fleet Street Editor  
Deja-Vu  
Film Director  
King's Quest II  
Space Quest  
Spitfire 40  
Strike Force Harrier  
Ultima II

## NOVAGEN

142 Alcester Road, Birmingham  
B13 8HS (tel: 021-449 9516)  
Mercenary Compendium

## OCEAN

6 Central Street, Manchester M2  
5NS (tel: 061-980 3488)  
Arkanoid

## PSION

Psion House, Harcourt Street,  
London W1H 1DT. For inform-  
ation contact: Louise Blakes-  
borough, Kinnear Ltd, 28 Dover  
Street, London W1 (tel: 01-499  
8650)  
Psion Chess

## PSYGNOSIS

1st Floor, Port of Liverpool Build-  
ing, Pier Head, Liverpool L3 1BY  
(tel: 051-236 8818)  
Arena  
Brataccas  
Deep Space

## RAINBIRD SOFTWARE

First Floor, 74 New Oxford  
Street, London WC1A 1PS (tel:  
01-240 8838)  
Advanced Art Studio  
Guild of Thieves  
Jewels of Darkness  
Pawn, The  
Silicon Dreams  
Star Glider  
Tracker

## SILICA SHOP

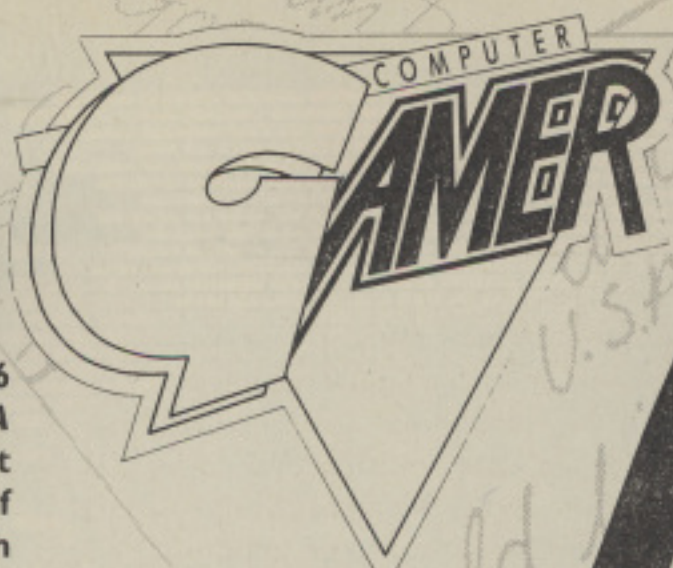
1-4 The Mews, Hatherley Road,  
Sidcup, Kent DA14 4DX (tel:  
01-309 1111)  
Amazon  
Brimstone  
Crimson Crown  
Delta Patrol  
Dragon World  
Electro Solitaire  
Essex!  
Fahrenheit 451  
Forbidden Guest  
Gateway  
Hex  
Mean 18  
Mindwheel  
Monkey Business  
Murray and Me  
Nine Princes in Amber  
Phantasie  
Rogue  
Spiderman  
Sword of Kadash  
Transylvania  
Treasure Island  
Universe II  
Winnie the Pooh  
Wizard of Oz



## IT'S A CRIME REVISITED

Without doubt the biggest coup in 1986 was KJC buying the UK rights to *It's A Crime* from its US manufacturers. It became one of the biggest games of 1986 almost immediately and with almost no advertising or promotion. And it remains the number one game in terms of the number of active players. Why? Mike McGarry explains.

First of all I must explode a few myths about the game. It is *not* the cheapest game around. In theory you can play for 62½p a round but after a few rounds, if you want to do well, you are forced to submit double orders, which, at £1.25, still comes at a reasonable price but not an exceptionally cheap one.



# PBM UPDATE

Although it is the biggest game around I do not think it is the best. Of course this is a matter of taste but I don't know of any experienced players who think it is either. However, it must have something going for it and I admit I look forward to my round dropping through the door.

The scenario of the game is that you control a gang in 1990s New York where law and order is breaking down and gangs are vying for dominance over the city. Each player starts with one block and receives an income from protection money; the amount depends on what type of area it comes from. This income allows you to buy essentials like guns, bombs, drugs, etc, which you need to increase the size of your turf, enlist more thugs and commit notorious acts! Taking control of other blocks is pretty easy at first as they are uncontrolled but as the game develops you find you are surrounded by other players' gangs who will not be very happy if you try to annexe their blocks. Of course, they will also be casting greedy eyes over your turf too, so it is very important to make alliances — either non-aggression pacts or full blooded alliances involving attacks — but remember the game is crime; I know of no other game where alliances are broken so frequently. As I write I have just received my round and I find that my longest standing ally has grabbed no less than six of my blocks.

Players can issue up to ten orders (double turn) and you start with 12 options — this number increases later on. These include ambushing other games, robberies, fire bombing and drug pushing. You can also scout other blocks and a computer printout about a metre long reports back on your actions, the status of your gang, your notoriety and gives news from around the game among other things. You can send a turn in every ten days and if you fall behind you can catch up by submitting make-up turns.

My advice is to try to increase both your wealth and your notoriety steadily. Good ways of making money include dope peddling

— not too much of this or you will come to the attention of the police, firebombing apartment blocks — remember to stock up with small bombs, and, of course, robberies. If you are keen to increase your notoriety try fire bombing churches and schools. You also have to keep up your gang's morale — if you have any setbacks dope and acting tough are a help here.

To sum up, *It's A Crime* is probably not the sort of game that your granny would enjoy — it is extremely nasty and bloodthirsty and therefore attractive to most PBM players. It is also easy to play but takes quite a lot of effort to master. If you only have enough money to play one game I would not recommend this one but if you would like to try a game that is pretty cheap, well run and good fun you could do a lot worse.

## KINGS OF STEEL

Somewhat belatedly the Gamer demonstration game has started and every month from now on I will be making a progress report and publishing a top five table.

Round one to a large extent was a fact finding exercise though it was quite obvious that a good deal of diplomacy had been going on prior to the round. For instance, it was obvious the Loyalists and the Woodlanders had formed an alliance. This was clear once the Loyalist player stated that he would be friendly towards all Woodland troops and then was immediately attacked by them. If you are going to be devious it is not a bad idea to get in early. In the event the Loyalists were able to resist the attack and won because of their superior forces.

I am not sure why the Plainsmen are so unpopular. They were attacked from three sides, by Hillmen and Klasshi forces as well as by the trolls. Other battles were won by the Attu, the Kir and the Warlock, while the Woodlanders, undered by their lack of success against the Loyalists, managed to give the Kir a bloody nose.



## POINTS TABLE

1. **The Loyalists** (Ewe Johansen) 250
2. **The Hillmen** (Paul Hartman) 233
3. **The Klasshi** (Karel Rekers) 217
4. **The Attu** (David Wong) 210
5. **The Orcs** (Orjan Nordhus) 208

At this stage those players with initial territorial advantages head the points table. Next round should see the better players rising to the top. Anyway, congratulations to Ewe Johansen whose Loyalists are number one. It is very interesting to see that of the four European players in the game four are in the top five. Time will tell whether the British players can see off the foreign opposition.

## NEW GAMES

There are no less than five new games to look at this month. Two of them are sports simulations. SEWARS is a name that is known to those interested in fantasy role playing: SEWARS has regular meetings in Basildon and publishes a fanzine, which at 60p a copy is good value. It has now entered the PBM field with SEWARS soccer, a football management game. It looks fairly easy to play and as it only cost £5 for a whole season it must be worth a try. You pay the fee at the start of the game and after that there is just the cost of a stamped addressed envelope once a fortnight. It sounds good fun and I will certainly be giving it a go.

Football games are fairly common but cricket games certainly aren't. The first one I have ever come across is Owzatt. Once again you get to manage a team throughout a season and at a cost of 50p a round you can't go far wrong.

Onto fantasy games and Faction Magician, the first offering from Newty Games. Set in the land of Trinovia it is a single character role playing game. Originally designed as a multi-user computer adventure it won an award in a national competition organised by Micronet and has now surfaced as a PBM game. I am sure the game will make a big impact and at £1.60 a round is not bad value either.

I must admit that I do not know a lot about World of Ariman, although I did notice that half a dozen players voted for it as best game at the PBM Convention. I am mentioning it so as not to offend Dave Sefton of Harrogate who took me to task for some of my Crasimoff's World tips. He reckons Ariman is the best fantasy game ever. Who am I to argue. It costs £1.10 a round.

Undaunted Jade Games has launched Shattered World to replace Arcadia (see News) and it looks very promising. It is a science fiction type war game set on a world called Flindar. Jade has built up a good reputation for service — it meets deadlines and is very approachable as well, so I have no hesitation in recommending its latest progeny to you. Shattered World normally costs £5 to start-up but £3.50 to Gamer readers. The price includes a very large rule book and two rounds. Further rounds cost £1.50.

## NEWS

The big news this month is of the closure of Jade's fantasy wargame, Arcadia. It may come as a surprise to see such a popular game bite the dust, but the reason for this is no secret. KJC Games say Arcadia is very similar to its game Earthwood, and that Jade has breached its UK copyright so is taking legal action. It is not my place to argue the case — for either side — those of you who know the games can judge for yourselves, but it is the first such case and does strike a sour note.

Those of you that read these pages regularly will know that I have a lot of time for Jade and this will obviously be a setback for the company, but I have an idea that it will bounce back. Its new game is already out and I wish Jade success with it.

KJC is launching several new *It's A Crime* games and the long awaited launch of *Empyrean Challenge* is imminent.

**Update:** Sloth has taken on a new game master, Dave Fletcher. Saturnalia turn round times are improving. the American game, *Gameplan*, has been a tremendous success and are taking on very few new start ups.

## HINTS AND TIPS

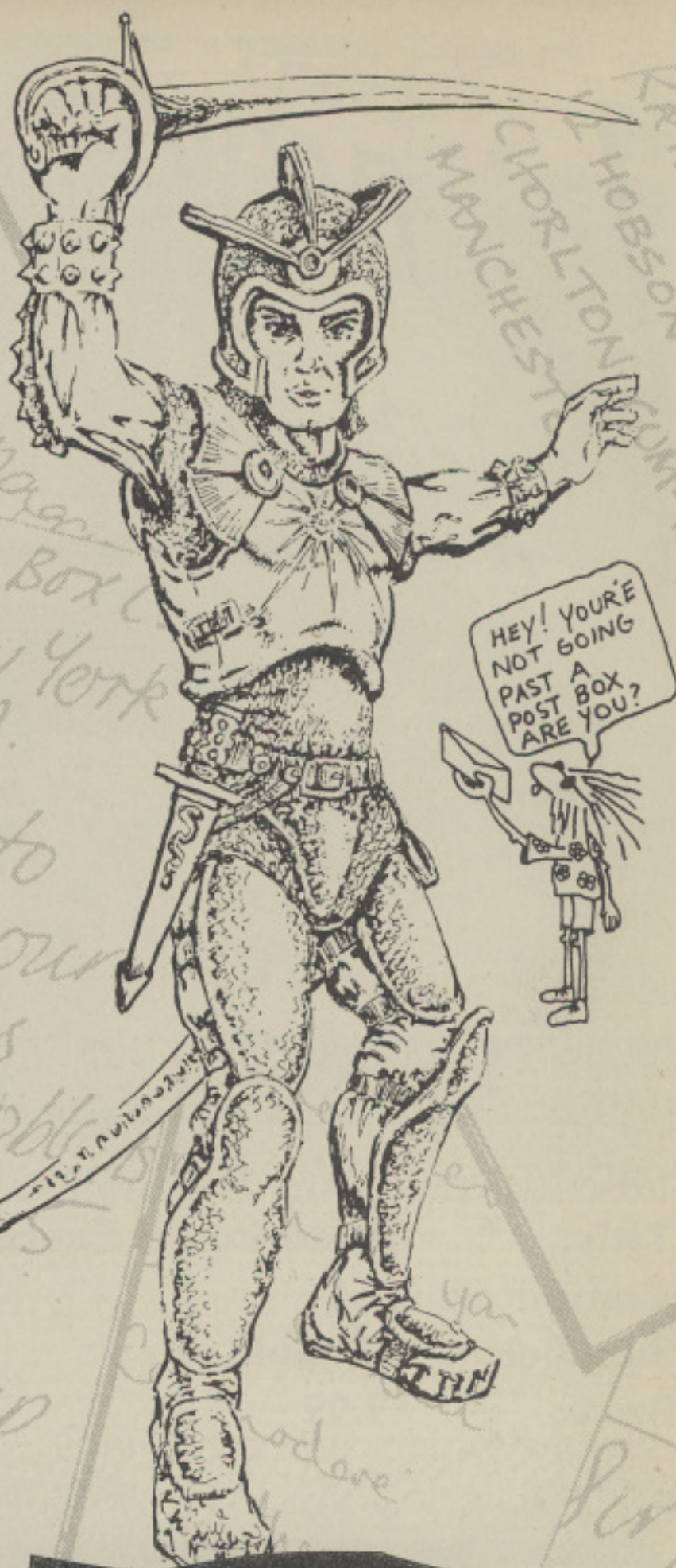
My thanks to Dave Sefton and Phil Shulkind for this month's tips. Phil is sharing his knowledge of Vorcon Wars and Dave his knowledge of Spiral Arm.

## VORCON WARS

1. **Build signal beacons to cover as much of your border as you can and leave a small garrison on the border in range of the beacon**
2. **Build missile silos well away from highly productive areas — preferably in wastelands or forests**
3. **Never attack another player early in the game — even if you survive you will lose a lot of ground**
4. **Launch a satellite as soon as possible**

## SPIRAL ARM

1. **Once you own 8-10 stars only use one scout on ASM orders. This way you will avoid getting yourself into trouble if you unwittingly attack someone else's planet**
2. **Exotics are not always present when you take over a star but they do appear from time to time. So always check the EXO column on your empire status each turn.**
3. **Do not colonise too many planets at once or you will not be able to afford to create the environmental adjustments on all of them and you will end up losing population.**



## NEXT MONTH

Arthur Bruce from Aberdeen has slapped my wrists for saying that Ay-us will be the game of 1987 without saying anything else about it, so I will be doing my best next month in the June edition. There will also be further news of how the intrepid I4 are getting on in *Kings of Steel* and news of a couple of games of special interest to our readers in Norway or anyone else fluent in Norwegian!

## ADDRESSES

**JADE GAMES.** Freepost, Southsea, Hants PO4 0BR.

**SLOTH ENTS.** Freepost, Southampton SO9 1BH.

**KJC GAMES.** PO Box, 11, Cleveleys, Blackpool, Lancs FY5 2UL.

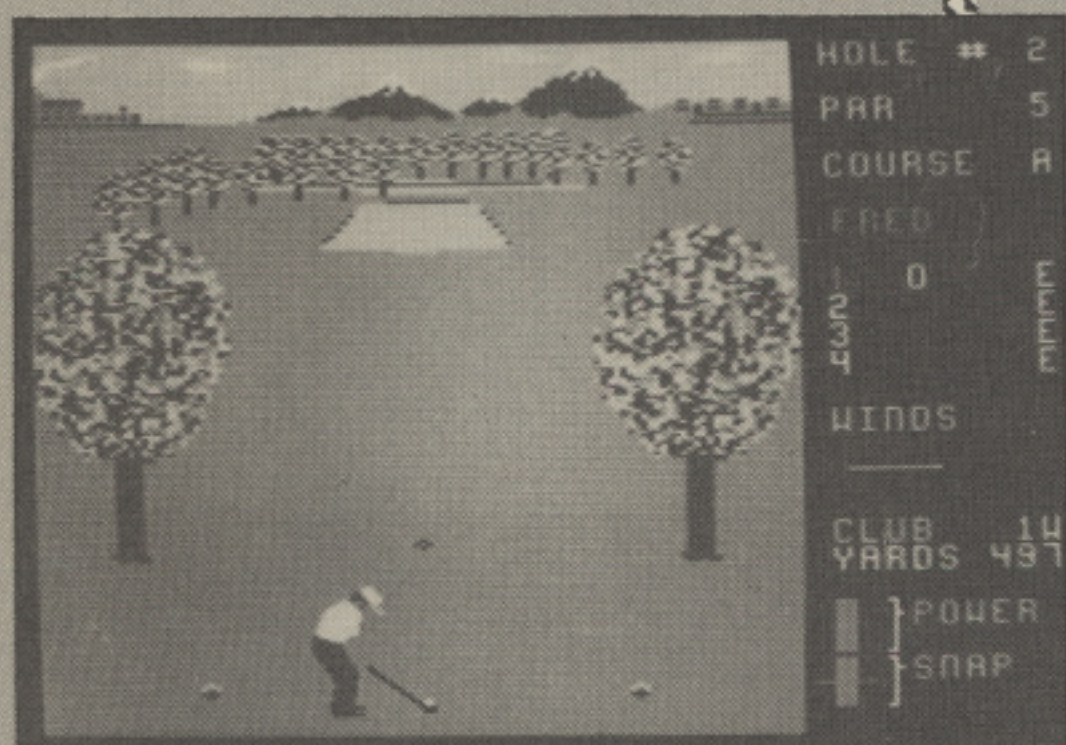
**NEWTY GAMES.** Railway Cottage, Pennance Road, Pennance Lanner, Redruth, Cornwall TR16 5TF.

**SEWARS.** 12 The Fryth, Basildon, Essex SS14 3PN.

**WORLD OF ARIMAN.** 57 Garden Wood Road, East Grinstead, West Sussex RH19 1JS.

**OWZATT.** 83 Castle Street, Banff AB4 1JJ.





If you thought Leaderboard was the definitive golf game then you're in for a big surprise. Leaderboard and Leaderboard Tournament were just practice games for joystick golfers to tune their skills up with before the ultimate challenge — Leaderboard Executive.

Executive is a very different ball game. There are more hazards to deal with and the incredibly devious courses make the original Leaderboard look pitch and putt!

Once again, up to four players can bash their balls around four courses in 18, 36, 54 or 72 hole contests with the computer keeping the score. The screen display shows a 3D view of your shot ahead, even though you may not actually be able to see the hole. But, to make things easier, the screen also displays the number of yards to go to the hole, the par and number of shots you've taken.

The 14 different clubs can be selected by moving the joystick up and down before taking a shot. Pressing the fire button starts the swing and the time you hold the button determines how much welly you put into the shot. Amateur and professional players have to press the button again to control the amount of hook and

slice they put into a shot, but novices can just hit and hope. Professionals also have to cope with a swirling wind.

In the original Leaderboard the courses consisted solely of islands set in a vast lake where keeping the ball dry meant you got a good score. But in this executive version you also have to cope with trees, rough ground and the dreaded bunkers. I found the trees to be the worst hazard as they block your path to the hole and you're usually left to decide between chipping the ball over the top of them or trying a low drive through them. The rough ground makes using woods difficult and you should add on a club. The same is true for the bunkers, except near the edge when you should only use the pitching wedge or an eight or nine iron. Having said this, bunkers and rough ground can be useful as they stop the ball where it lands so there's no chance of bouncing into the water traps.

To add to your problems there are streams and lakes which tend to trap balls hit at full power.

Both Leaderboard rookies and veterans should cue up for Executive. It's well worth a shot.

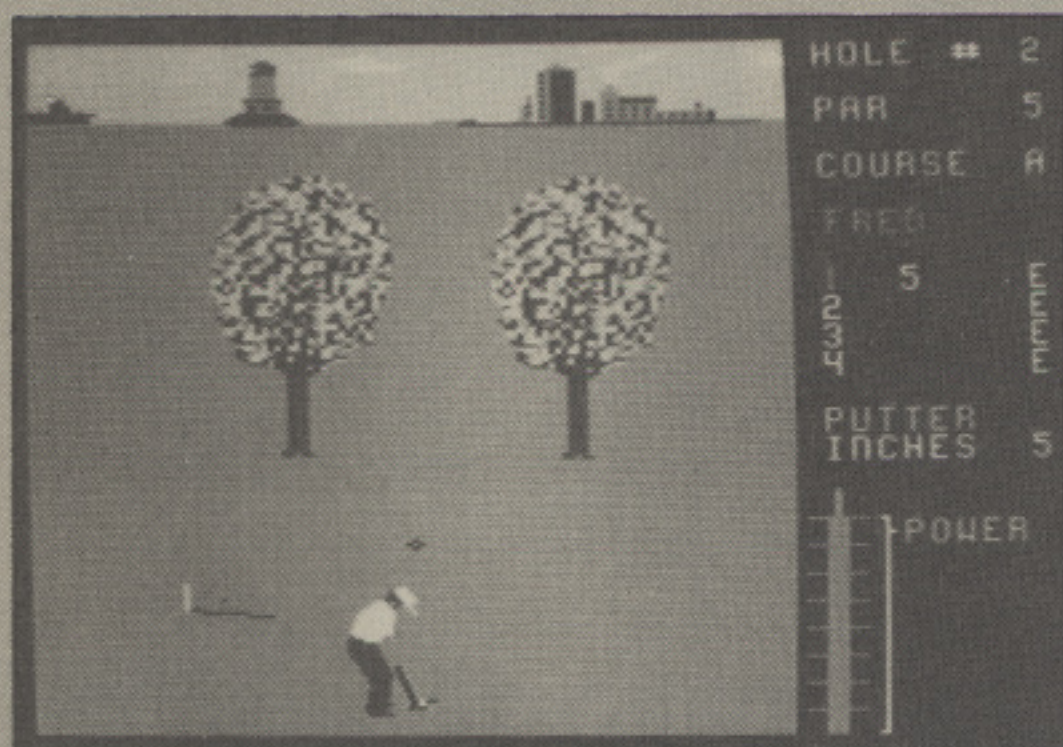
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**Title: Leaderboard Executive**

**Computer: C64**

**Supplier: US Gold**

**Price: £9.99**



SCORELINE	
Impact	85%
Originality	65%
Gameplay	95%
X-Factor	80%
<b>OVERALL</b>	<b>81%</b>

# LEADERBOARD

## EXECUTIVE EDITION



# TECHNOLOGY SO ADVANCED ...

## MEMORY

- \* 512Kbytes RAM (520ST-M, FM)
- \* 1024Kbytes RAM (1040ST-F)
- \* 192Kbytes ROM
- \* 128Kbytes external plug-in ROM option

## ARCHITECTURE

- \* Motorola 68000 Central Processing Unit (CPU) with a clock speed of 8MHz
- \* 16-bit external data bus
- \* 32-bit internal data bus
- \* 24-bit address bus
- \* 8x32-bit data & address registers
- \* 7 levels of interrupts
- \* 56 instructions
- \* 14 addressing modes
- \* 5 data types
- \* DMA (Direct Memory Access)
- \* real time clock as standard

## GRAPHICS

- \* full bit-mapped display
- \* palette of 512 colours
- Using Atari Monitors (on 520 & 1040):**
  - \* 640x400 high resolution - monochrome
  - \* 640x200 medium resolution - 4 colours
  - \* 320x200 low resolution - 16 colours
  - \* 80 column text display (40 col low res)
- Using Domestic TV (on 520):**
  - \* 640x200 medium resolution - 4 colours
  - \* 320x200 low resolution - 16 colours
  - \* 40 columns x 25 line text display

## SOUND AND MUSIC

- \* 3 programmable sound channels
- \* frequency programmable 30Hz - 125KHz
- \* programmable volume
- \* wave & dynamic envelope shaping
- \* programmable attack, decay, sustain, release
- \* Musical Instrument Digital Interface (MIDI)
- \* MIDI allows connection of synthesizers etc.



## MOUSE

- \* high precision
- \* 2 button control
- \* free with 520ST-FM/1040ST-F
- \* non slip ball motion sensor
- \* removable ball for easy cleaning

## STANDARD SOFTWARE

- \* GEM desktop + TOS operating system
- \* ST BASIC interpreter/language system

## INPUT/OUTPUT

- \* MIDI out (5 pin DIN) 31.25K baud
- \* MIDI in (5 pin DIN) 31.25K baud
- \* audio out 1.0V DC peak to peak, 10K ohm
- \* audio in 1.0V DC peak to peak, 10K ohm
- \* RGB monitor 1.0V DC, 75 ohm
- \* mono monitor 1.0V DC, 75 ohm
- \* mono horizontal scan rate 35.7KHz
- \* mono vertical scan rate 71.2KHz
- \* sync 5V DC (active low) 3.3K ohm
- \* modem/serial RS232C, 50 to 19,200 baud
- \* floppy disk 250 Kbits/s
- \* hard disk 11.3 Mbits/s
- \* mouse standard Atari connector
- \* joystick standard Atari connector
- \* cartridge port 128K capacity
- \* RF output (520ST-FM) for TV use

## OPERATING SYSTEM

- \* TOS with GEM environment in ROM
- \* hierarchical file structure with sub-directories and path names
- \* user interface via GEM, with self explanatory command functions
- \* multiple windows + icons
- \* window resizing, re-positioning and erasing
- \* drop down menus (selected by mouse)
- \* GEM virtual device interface

## COMMUNICATIONS

- \* RS-232C serial modem port
- \* 8-bit parallel printer port
- \* MIDI port (also for networking use)
- \* VT52 terminal emulation

## KEYBOARD

- \* standard QWERTY typewriter format
- \* 95 full stroke keys
- \* 10 function keys
- \* 18 key numeric keypad + cursor keys
- \* variable auto-repeat & key click response
- \* keyboard processor reduces CPU overhead

# ... IT'S AFFORDABLE

## ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 4 retail outlets at Sidcup, Orpington, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £5 million and in excess of 70 staff, we provide unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

### FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

- \* BASIC Language Disk
- \* BASIC Manual
- \* ST Owners Manual
- \* TOS/GEM on ROM

If you buy your ST from Silica Shop, you will also receive:

- \* NEOchrome - colour graphics program
- \* 1st Word - Word Processor

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

### DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of five full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

**1Mb RAM UPGRADE:** Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

**TV MODULATOR UPGRADE:** Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

### THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of £1 million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find available **ONLY FROM SILICA**.

### AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you fully up to date with what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any programming or technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

### FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. The information service is available **ONLY FROM SILICA**.

### FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight METRO courier service **FREE OF CHARGE** to customers within the UK. This method helps to ensure minimum delay and maximum protection.

### PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If, however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

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**LONDON 01-629 1234 ext 3677**

Selfridges (1st floor), Oxford Street, London, W1A 1AB

## 520ST-M

The affordability of Atari computers is reflected in the price of the 520ST-M keyboard, which is a mere £259 (inc VAT). This version of the ST comes with 512K RAM, as well as a modulator and lead for direct connection to any domestic TV. The price does not include a mouse. In addition, when you buy your 520ST-M from Silica, you will also receive the FREE Silica 'ST Starter Kit'. During 1987, many software houses will be producing games software on ROM cartridges, which will plug directly into the cartridge slot on the 520ST-M keyboard, giving instant loading without the expense of purchasing a disk drive. With the enormous power of the ST, you can expect some excellent titles to be produced, making this the ultimate games machine! If your requirement is for a terminal, then the 520ST-M can fulfill this role too. Leads are available to connect the ST to a variety of monitors, and with the imminent introduction of terminal software on ROM cartridge, the ST provides a low price terminal for business use. If you wish to take advantage of the massive range of disk software available for the ST range, you will need to purchase a disk drive. Atari have two floppy disk drives available, a 1/2 Mbyte model £149 and a 1Mbyte model £199. Full details of these drives, as well as the Atari 20Mbyte hard disk are available on request. If required at a later date, the mouse may be purchased separately.

# £259

## 520ST-FM

The 520ST-FM with 512K RAM and free mouse, represents a further breakthrough by Atari Corporation in the world of high power, low cost personal computing. This model is the latest addition to the ST family, and is not only powerful, but compact. It is priced at only £399 (inc VAT) a level which brings it within the reach of a whole new generation of computer enthusiasts. When purchased from us, it comes with the FREE Silica 'ST Starter Kit' see paragraph on the left. To make the 520ST-FM ready for use straight away, Atari have built into the keyboard a 1/2 megabyte disk drive for information storage and retrieval, allowing you easy access to the massive range of disk based software which is available for the ST. This new computer comes with all the correct cables and connections you will need to plug it straight into any standard domestic television set. You do not therefore have to purchase an Atari monitor. If you do require a monitor however, these are available with the 520ST in the following money saving packages:

- 520ST-FM Keyboard Without Monitor - £399 (inc VAT)
- 520ST-FM Keyboard + High res mono monitor - £499 (inc VAT)
- 520ST-FM Keyboard + Low res colour monitor - £599 (inc VAT)
- 520ST-FM Keyboard + Med res colour monitor - £699 (inc VAT)

Because the 520ST-FM has its own power transformer built into the keyboard, there are no messy external adaptors to clutter up your desk space. You are left with only one mains lead, serving both the disk drive and the computer. You couldn't ask for a more stylish and compact unit.

# £399

## 1040ST-F

For the businessman and the more serious home user, Atari have their most powerful model, the 1040ST-F with 1024K RAM. This low cost powerhouse can be introduced into a business environment as a stand-alone system, or can support a mainframe computer as a terminal. The 1040ST-F not only features twice as much memory as the 520ST-FM, but also includes a more powerful built-in disk drive. The drive featured on the 1040ST-F is a one megabyte double sided model. The extra memory facility of the 1040ST-F makes it ideal for applications such as large databases or spreadsheets. Like the 520ST-FM, the 1040ST-F has a mains transformer built into the console to give a compact and stylish unit with only one mains lead. The 1040ST-F is also supplied from Silica Shop with a free software package and 'ST STARTER KIT'. In the USA, the 1040ST-F has been sold with a TV modulator like the 520ST-FM. However, for the UK market, Atari are manufacturing the 1040ST-F solely with business use in mind and it does not currently include an RF modulator, this means that you cannot use it with a domestic TV (Silica Shop do offer a modulator upgrade for only £49). The 1040ST-F keyboard costs only £599 (inc VAT) and, unless a modulator upgrade is fitted, will require an Atari or third party monitor. There are three Atari monitors available and the prices for the 1040 with these monitors are as follows:

- 1040ST-F Keyboard Without Monitor - £599 (inc VAT)
- 1040ST-F Keyboard + High res mono monitor - £699 (inc VAT)
- 1040ST-F Keyboard + Low res col monitor - £799 (inc VAT)
- 1040ST-F Keyboard + Med res col monitor - £899 (inc VAT)

The 1040ST-F comes with a mouse controller and includes 1Mbyte of RAM. It has a 1Mbyte double sided disk drive and mains transformer, both built into the keyboard to give a compact and stylish unit, with only one mains lead.

# £599

# ATARI ST

To: Silica Shop Ltd, Dept CGMR 0587, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

**PLEASE SEND ME FREE LITERATURE ON THE ATARI ST**

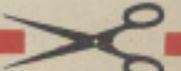
Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer

If so, which one do you own?





The two new releases are Auf Wiedersehen Monty and Thing Bounces Back. Here is a sneak preview.

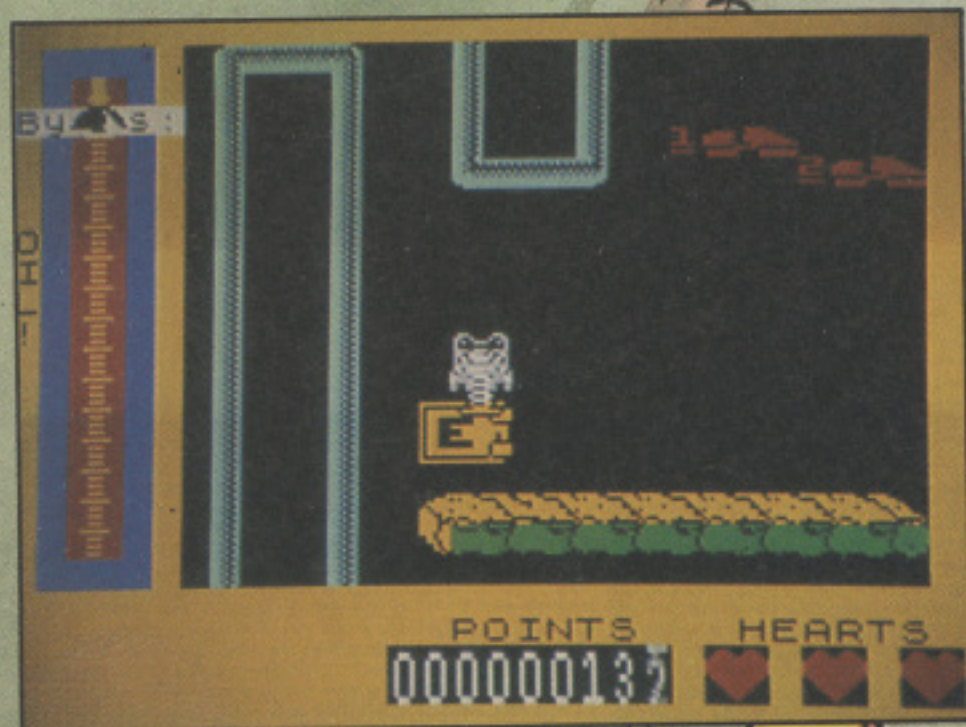
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## thing bounces back

Old heroes never die. They merely disintegrate. The film industry never lets go of its heroes — think of all those sequels. Take just two, for instance, Superman and Rocky. Superman IV and Rocky MDCCCLXXXIX are both in production now! The pop industry is the same. If a certain sound sells well, use it again and again and again!! So what about the software industry?

Computer game sequels are not unknown. Some are even planned. Think of Lords of Midnight and Doomdark's Revenge — note to Mike Singleton: when are we going to see the third one in the trilogy? Other games just happen to feature the same character. Examples of these include Manic Miner, Jet Set Willy and Sabreman. Now Gremlin Graphics has decided to jump on to this particular bandwagon, not once but twice.

The two heroes in question are decidedly

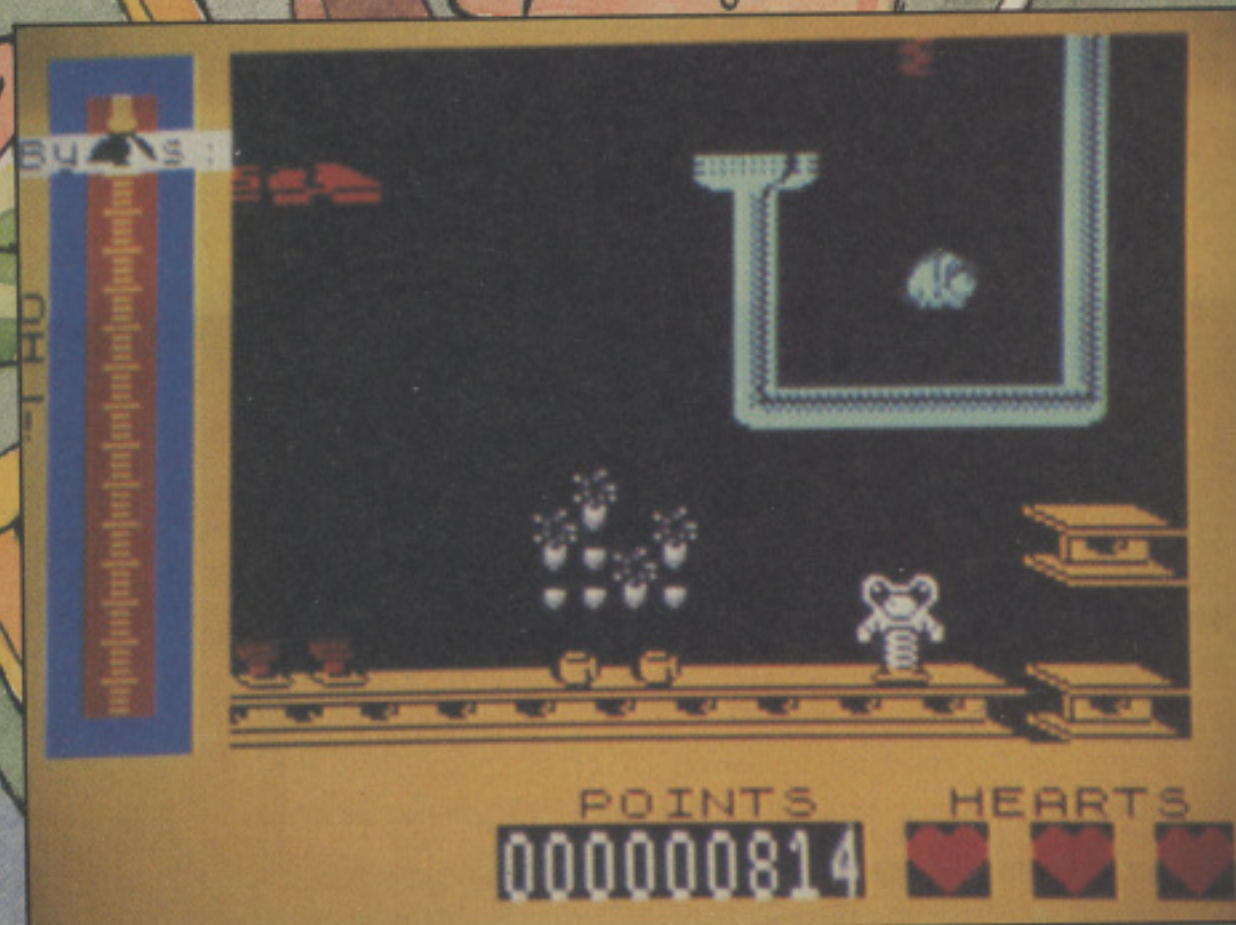
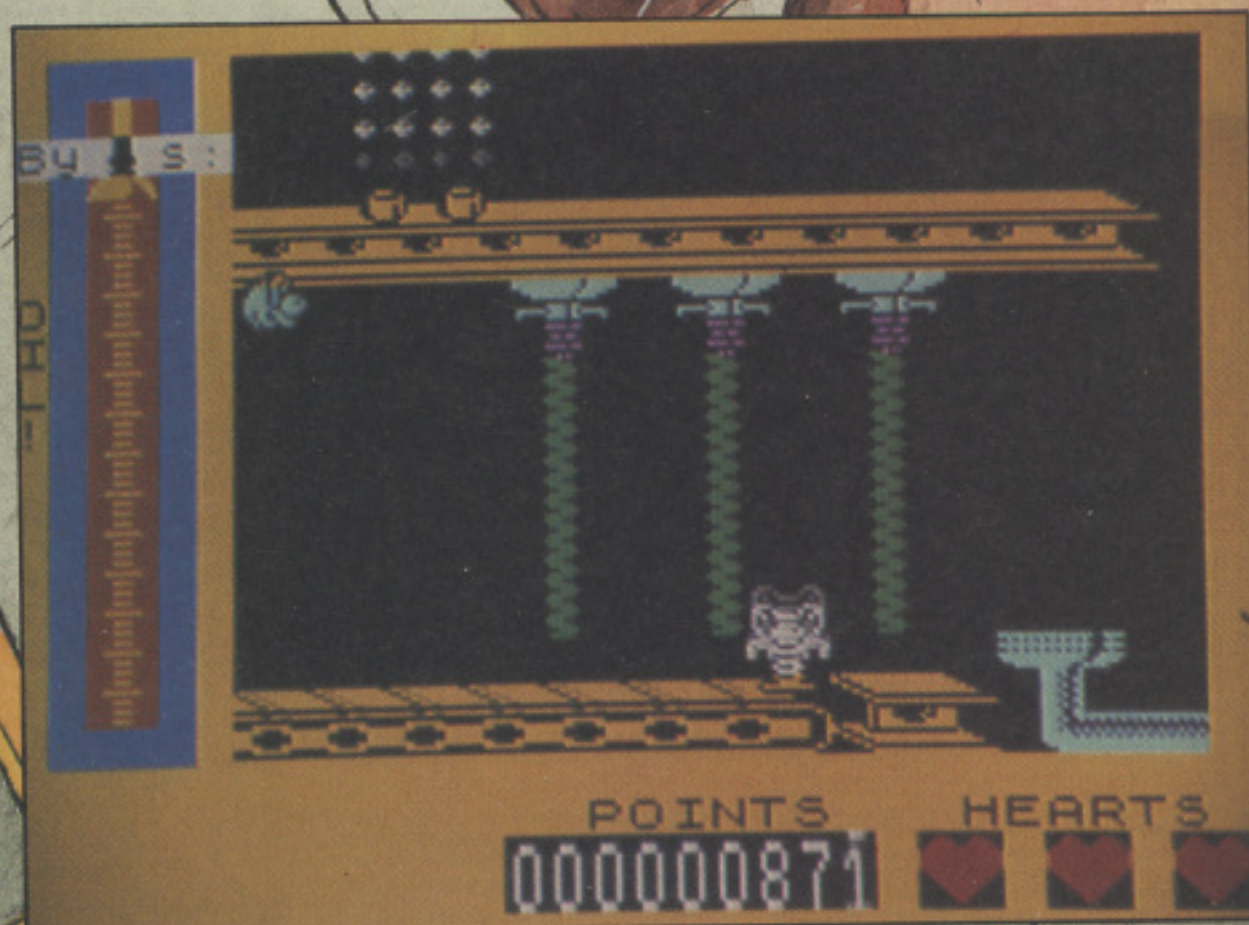


Our preview copy of Monty came in playable form — only the final tweaking remained to be done. Thing II is at a much earlier stage of development so the following description is the projected gameplay only.

Although the evil Toy Goblin was killed off in the original game, his factory is still producing nasty toys. The only way to make it produce nice toys instead is to re-program the computer. This involves collecting assorted bits of computer hardware and software, finding the computer room and then doing the necessary.

Moving from screen to screen is not exactly straightforward in the game as a maze of pipes has to be navigated at high speed. To confuse matters even more, there are 12 exits from each maze and Thing is limited as to which directions he can travel in. The maze is full of water, which has a nasty tendency to rust Thing and use up precious oil. Contact with the many goblins isn't very good for him either. All this with lifts, slides and variable height platforms. Phew!

It remains to be seen how well these games sell and whether they will revive the platform game. But there is certainly a gap in the market. There hasn't been a really decent one since — er — the last Monty game!





# Gremlin games



different, however. One is Monty Mole, who is making his now *third* appearance. The first two titles were two of the most popular platform games ever. *Wanted — Monty Mole* rocketed to fame after getting a mention on News at Ten no less. It was released at the same time as the miners' strike and featured a certain A. Scargill. And the second game, *Monty on the Run*, is one of my own personal all time favourites.

The second 'hero', Thing, is less well known. He featured in another platform game, *Thing on a Spring*, which was unusual because instead of jumping round the screen Thing bounced like Zebedee in the Magic Roundabout, the old children's TV series. This slightly unusual control mechanism coupled with some complicated gameplay led to complaints that the game was too difficult but this hasn't stopped Gremlin releasing a second Thing game.

## auf wiedersehen monty

When we last left our hero, he had escaped from jail and was on the run from the police. Convinced that he was safe, he set himself up in a life of luxury in Gibraltar. But Monty reckoned without Intermole.

On the run again now he hopes to cross Europe, hopefully making enough money en route to buy himself a nice little Greek island, Montos.

There are two ways of funding his Swiss bank account. Eurocheques lie liberally scattered throughout the 80 screens. They have been carelessly dropped by tourists but these are worth only a fraction of what can be earned by carrying out certain 'jobs'.

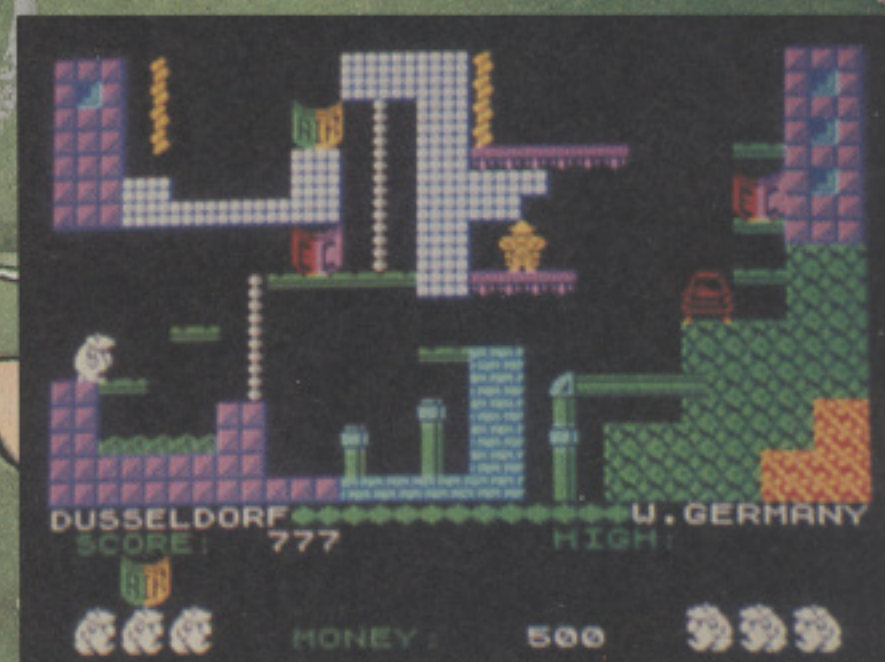
The screens represent the various countries of Europe and one task has to be accomplished in each country. For example, you can earn a fair few lire by giving Juliette in Pisa some flowers — tulips, in fact. Now the obvious place to get tulips is Amsterdam but you won't find them just lying around just waiting to be picked up.

As well as the 'normal' European regions, there are some nice joke places as well. The province of 'Ello 'Ello in France is not likely to be found in many atlases, and when you are trying to deliver the Mona Lisa to a Mafia fence don't look too hard for a Godfather — there is more than one type of fence. There are some nice visual jokes too: a Volkswagen falls on your head in Germany, for instance(!) There are also some marauding hamburgers in the low countries — well you try drawing ordinary burghers. Geddit!!

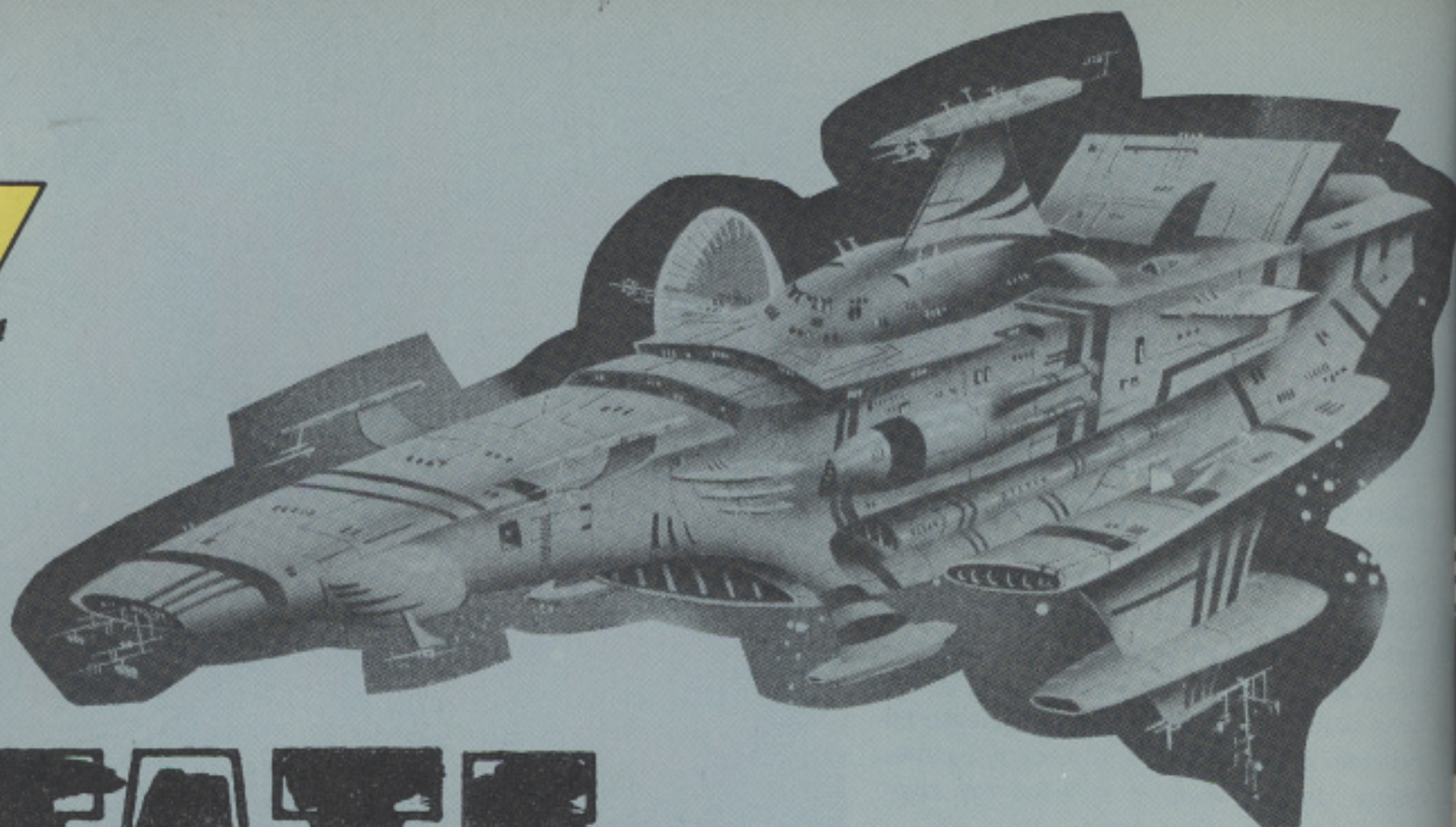
Being the international jet setter that he is, Monty can take planes but he needs tickets to board them and these count as one of the four objects that can be carried at any given time so careful planning is required.

Yet another unusual twist is the means by which Monty travels from screen to screen. Just when you are convinced that a leap is impossible, you discover that you can hang bat-like, upside down from certain platforms by means of a series of hooks or suction cups. Other platforms you to perform a perfect pirouette allowing you to leap to truly amazing new heights. If ballet is too highbrow for you, don't worry, Monty also break-dances!

*Auf Wiedersehen Monty* promises to be the most challenging of the three games so far released. Pixel precision is required throughout but a nice feature of the game is that you can explore large areas without necessarily picking up all the items or solving all the puzzles. Definitely one for the shopping list.







# STATE OF THE ART.

Think of yourself as a bit of an artist or do you just like doodling? Either way this latest Gamer competition could be just for you. It has the added advantage of being very simple, all you have to do is draw or paint a spaceship.

Pictured is the spaceship from the sleeve of Bubble Bus Software's latest release, *The Fifth Quadrant*. Orion has obviously been painstakingly drawn and airbrushed by an expert, but don't let it put you off. We're not expecting professional standards of

craftsmanship, I mean, if you get too technical you might as well just take up photography. No, *real* art is about imagination and that is what we are looking for. So let yours run riot.

The prizes for the best three paintings or drawings are as follows: first prize, £30 worth of Bubble Bus software and a sweatshirt; second prize, £20 worth of software and a sweatshirt and third prize, £10 worth of software and a sweatshirt. Five runners-up will each receive a sweatshirt.

Bubble Bus has an extensive software list and prices vary tremendously. For instance, your prize could include *The Fifth Quadrant*, which comes on the Amstrad, Spectrum and C64 and varies in price from £7.95 (Spectrum cassette) to £12.95 (Amstrad and C64 disks). But there is also the Bubble Bus budget Mini Bus range. Budget games start from a mere £1.99.

The sweatshirts come in three sizes: tiny, normal and enormous and two colours, so remember to tell us your size and fave colour.

Once you have completed your masterpiece, wrap it up well — otherwise it will not survive the attentions of the GPO, and attach your entry form to it. Send it to: Gamer Spaceship Competition, ASP Ltd, 1 Golden Square, London W1R 3AB, to arrive not later than May 30th. For conditions of entry see the standard rules at the back of the magazine. Also, pictures are non-returnable and become the property of ASP.

Spaceship Competition Gamer May

Name: .....

Address: .....

Age: .....

Sweatshirt size: small, medium, large (delete as applicable)

Sweatshirt colour: red/yellow (delete as applicable)

I agree to abide by the rules of the competition.

Signed: .....



# DROID VOID

Your droid is in a void inside the Commodore 64. Well, not quite a void because there are plenty of nasty little creatures to keep it company.

Apart from the relatively harmless griblets, there is a satellite floating around the screen. Hit this with a laser and you will set up a bar across the middle of the screen which will catch the griblets.

Hit the satellite a second time and the bar disappears allowing the griblets to fall. Before they hit the bottom of the screen hit the satellite again and they will be blasted out of existence.

The only things to avoid on the screen are the flying blue circles which will rob you of a life if you collide with them.



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46 THE MALTINGS, STANSTEAD, ABBOTTS, WARE, HERTS.

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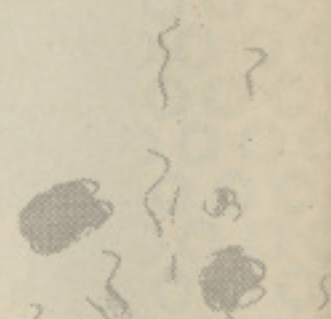
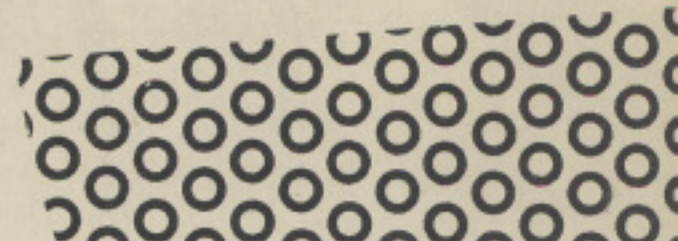
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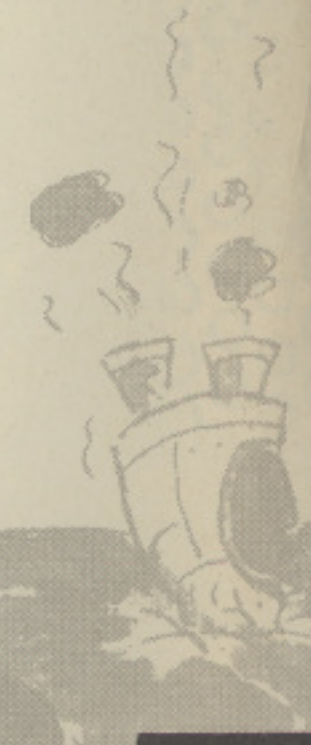


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441 DATA32,16,12,1,25,32,90,32,32,32
442 DATA32,90,83,90,83,90,83,90,83,90
443 DATA83,90,83,90,83,90,83,90,83,90
444 DATA83,90,83,90,83,90,83,90,83,90
445 DATA83,90,83,90,83,90,83,32,32,32
446 DATA255,255,255,255,0,0,0,0,0,0
447 DATA0,0,0,0,0,0,0,0,0,0
448 DATA0,0,0,0,0,0,0,0,0,0
449 DATA4,0,0,0,0,0,255,255,255,255
450 DATA255,255,255,255,255,255,255,255,255,255
451 DATA255,255,255,255,255,255,255,255,255,255
452 DATA255,255,255,255,255,255,255,255,0,0
453 DATA0,0,0,0,0,0,0,0,0,0
454 DATA0,0,0,0,0,0,0,0,0,169
455 DATA0,141,33,208,141,32,208,169,9,141
456 DATA34,208,169,7,141,35,208,169,0,141
457 DATA92,3,96,255,0
500 IFD<2575THENPRINT"TOO LITTLE DATA":END
510 IFD>2575THENPRINT"TOO MUCH DATA":END
520 IFC<>294251THENPRINT"DATA ERROR":END
600 POKE198,2:POKE631,13:LOAD

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KEEP GOING,  
ONLY LISTING 2  
TO DO!





## Listing 2

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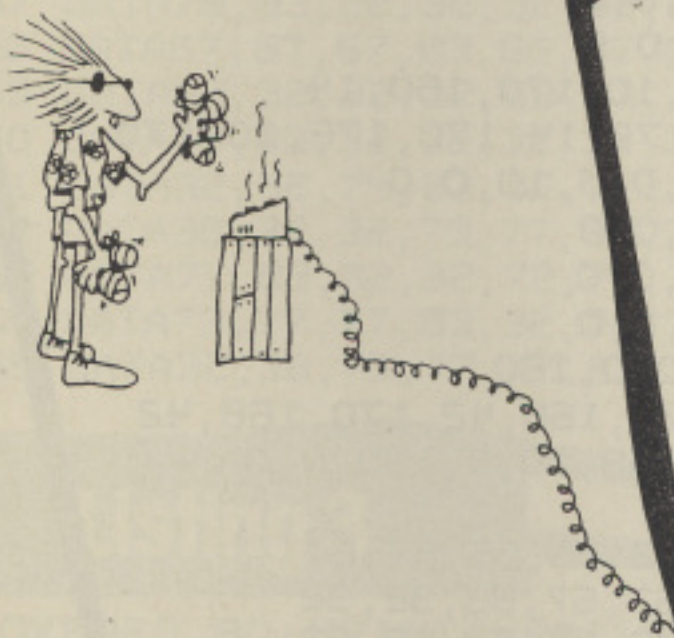
0 CLR:PRINTCHR$(147);TAB(14);"PLEASE WAIT"
100 FORT=12288TO14080:READA:POKET,A:D=D+1:C=C+A:NEXT
110 FORT=40000TO41025:READA:POKET,A:D=D+1:C=C+A:NEXT
200 DATA0,0,0,0,0,0,0,0,48,124
201 DATA108,126,118,102,102,0,48,124,108,126
202 DATA118,102,126,0,60,108,108,96,96,118
203 DATA62,0,120,108,118,118,118,108,120,0
204 DATA126,118,96,124,96,118,126,0,126,118
205 DATA96,124,100,112,112,0,60,118,96,110
206 DATA118,126,60,0,108,110,118,126,102,118
207 DATA118,0,124,56,24,28,28,30,62,0
208 DATA62,30,28,12,108,120,56,0,110,108
209 DATA124,112,124,108,110,0,96,96,112,112
210 DATA112,124,62,0,54,119,127,107,119,119
211 DATA119,0,54,118,122,126,111,119,119,0
212 DATA62,103,115,119,103,115,62,0,126,103
213 DATA115,126,96,112,112,0,62,103,115,115
214 DATA115,62,15,0,126,115,103,126,124,102
215 DATA103,0,62,115,97,62,67,103,62,0
216 DATA127,60,24,24,28,28,28,0,103,103
217 DATA71,103,102,126,60,0,103,103,103,71
218 DATA102,62,28,0,119,119,107,107,127,119
219 DATA54,0,103,119,62,28,62,119,103,0
220 DATA115,51,62,24,24,28,28,0,126,15
221 DATA12,24,48,127,63,0,60,0,48,48
222 DATA48,48,60,0,12,2,48,124,48,98
223 DATA252,0,60,4,12,12,12,12,60,0
224 DATA0,0,60,126,24,24,24,24,0,0
225 DATA48,127,127,48,16,0,64,0,0,1
226 DATA0,0,0,16,24,0,24,24,0,0
227 DATA24,0,255,6,102,0,0,0,0,0
228 DATA102,6,255,102,255,102,102,0,24,6
229 DATA96,60,6,124,24,0,98,6,12,24
230 DATA48,102,70,0,60,6,60,56,103,102
231 DATA63,0,6,4,24,0,0,0,0,0
232 DATA12,0,48,48,48,24,12,0,48,0
233 DATA12,12,12,24,48,0,0,6,60,255
234 DATA60,102,0,0,0,0,24,126,24,24
235 DATA0,0,0,0,0,0,0,24,24,48
236 DATA0,0,0,126,0,0,0,0,0,0
237 DATA0,0,0,24,24,0,0,2,6,12
238 DATA24,48,96,0,60,6,110,118,102,102
239 DATA60,0,24,0,56,24,24,24,126,0
240 DATA60,6,6,12,48,96,126,0,60,6
241 DATA6,28,6,102,60,0,6,6,30,102
242 DATA127,6,6,0,126,0,124,6,6,102
243 DATA60,0,60,6,96,124,102,102,60,0
244 DATA126,6,12,24,24,24,24,0,60,6
245 DATA102,60,102,102,60,0,60,6,102,62
246 DATA6,102,60,0,0,0,24,0,0,24
247 DATA0,0,0,0,24,0,0,24,24,48
248 DATA14,0,48,96,48,24,14,0,0,0
249 DATA126,0,126,0,0,0,112,24,12,6
250 DATA12,24,112,0,60,102,6,12,24,0
251 DATA24,0,0,0,0,255,255,0,0,0
252 DATA5,21,85,85,255,255,191,170,255,255
253 DATA255,85,255,255,254,170,180,62,156,22
254 DATA180,62,156,22,60,60,40,40,20,21
255 DATA85,85,15,15,62,58,62,15,15,3
256 DATA240,240,188,172,188,252,240,192,0,0
257 DATA0,0,0,40,170,170,0,0,51,12
258 DATA58,25,229,85,3,204,55,217,101,101
259 DATA149,85,20,85,119,89,101,101,85,85
260 DATA0,80,116,89,101,101,85,85,0,0
261 DATA12,240,83,92,87,87,85,85,85,85
262 DATA85,85,85,85,2,2,10,10,42,42
263 DATA170,170,170,170,170,170,170,170,170,170
264 DATA170,170,169,169,165,165,149,149,85,85
265 DATA85,85,85,85,85,85,85,85,84,84

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266 DATA80,80,64,64,255,255,195,195,195,255  
267 DATA255,255,8,28,62,127,62,28,8,0  
268 DATA8,28,62,127,62,28,8,0,8,28  
269 DATA62,127,62,28,8,0,8,28,62,127  
270 DATA62,28,8,0,8,28,62,127,62,28  
271 DATA8,0,8,28,62,127,62,28,8,0  
272 DATA255,255,255,255,255,255,255,255,24,24  
273 DATA24,255,255,24,24,24,192,192,48,48  
274 DATA192,192,48,48,24,24,24,24,24,24  
275 DATA24,24,0,0,3,62,118,54,54,0  
276 DATA255,127,63,31,15,7,3,1,0,56  
277 DATA0,0,94,0,0,94,0,0,52,0  
278 DATA0,126,0,0,66,0,0,126,0,0  
279 DATA66,0,1,95,128,0,66,0,5,95  
280 DATA160,1,0,128,5,93,160,1,0,128  
281 DATA0,94,0,0,95,0,0,28,0,0  
282 DATA94,0,1,87,128,1,170,128,0,170  
283 DATA0,10,0,56,0,0,94,0,0,94  
284 DATA0,0,52,0,0,126,0,0,16,0  
285 DATA0,126,0,0,16,0,1,95,128,0  
286 DATA16,0,5,95,160,0,64,32,5,93  
287 DATA160,0,64,32,0,94,0,0,95,0  
288 DATA0,28,0,0,94,0,1,87,128,1  
289 DATA170,128,0,170,0,10,0,56,0,0  
290 DATA94,0,0,94,0,0,52,0,0,126  
291 DATA0,1,12,0,0,126,0,1,12,0  
292 DATA1,95,128,4,12,0,5,95,160,4  
293 DATA12,0,5,93,160,4,12,0,0,94  
294 DATA0,0,95,0,0,28,0,0,94,0  
295 DATA1,87,128,1,170,128,0,170,0,10  
296 DATA0,56,0,0,94,0,0,94,0,0  
297 DATA52,0,0,126,0,0,66,0,0,126  
298 DATA0,0,66,0,1,95,128,1,2,0  
299 DATA5,95,160,1,0,128,5,93,160,1  
300 DATA0,128,0,94,0,0,95,0,0,28  
301 DATA0,0,94,0,1,87,128,1,170,128  
302 DATA0,170,0,10,0,60,0,0,40,0  
303 DATA0,20,0,0,40,0,0,20,0,0  
304 DATA40,0,0,0,0,0,0,0,0,0  
305 DATA0,0,0,0,0,0,0,0,0,0  
306 DATA0,0,0,0,0,0,0,0,0,0  
307 DATA0,0,0,0,0,0,0,0,0,0  
308 DATA0,0,0,0,0,0,0,10,1,0  
309 DATA16,0,64,64,0,17,0,0,4,0  
310 DATA0,4,0,0,42,0,1,170,144,4  
311 DATA40,132,4,42,4,1,12,16,0,93  
312 DATA64,1,12,16,4,42,4,4,170,132  
313 DATA2,170,160,2,40,160,2,170,160,0  
314 DATA170,128,1,42,16,4,4,4,16,17  
315 DATA1,10,1,0,16,0,64,64,0,17  
316 DATA0,0,4,0,0,4,0,0,42,0  
317 DATA1,170,144,4,138,4,4,42,4,1  
318 DATA12,16,0,93,64,1,12,16,4,42  
319 DATA4,4,170,132,2,170,160,2,138,32  
320 DATA2,170,160,0,170,128,1,42,16,4  
321 DATA4,4,16,17,1,10,1,0,16,0  
322 DATA64,64,0,17,0,0,4,0,0,4  
323 DATA0,0,42,0,1,170,144,4,162,132  
324 DATA4,42,4,1,12,16,0,93,64,1  
325 DATA12,16,4,42,4,4,170,132,2,170  
326 DATA160,0,162,128,2,170,160,0,170,128  
327 DATA1,42,16,4,4,4,16,17,1,10  
328 DATA0,0,0,0,0,0,0,0,0,0  
329 DATA0,0,0,0,0,0,0,0,0,0  
330 DATA0,0,0,0,0,0,0,0,0,0  
331 DATA0,0,0,0,0,0,0,0,0,40  
332 DATA0,40,170,0,170,170,40,170,170,170  
333 DATA170,170,40,170,170,0,170,40,0,40  
334 DATA0,0,0,10,0,0,0,0,0,0  
335 DATA0,0,0,0,0,0,0,0,0,0





# LISTING

336 DATA0,0,0,0,0,0,0,0,0,0  
 337 DATA0,0,0,0,0,0,0,0,0,0  
 338 DATA0,0,0,10,0,160,42,130,168,42  
 339 DATA170,168,42,170,168,42,170,168,42,130  
 340 DATA168,10,0,160,0,0,0,10,0,0  
 341 DATA0,0,0,0,0,0,0,0,0,0  
 342 DATA0,0,0,0,0,0,0,0,0,0  
 343 DATA0,0,0,0,0,0,0,0,0,0  
 344 DATA0,0,0,0,0,0,0,2,130,128  
 345 DATA10,170,160,10,170,160,10,170,160,10  
 346 DATA170,160,10,170,160,2,130,128,0,0  
 347 DATA0,10,0,0,0,0,0,0,0,0  
 348 DATA0,0,0,0,0,0,0,0,0,0  
 349 DATA0,0,0,0,0,0,0,0,0,0  
 350 DATA0,0,0,0,0,0,0,0,0,0  
 351 DATA0,0,170,0,3,170,192,3,235,192  
 352 DATA3,235,192,3,235,192,3,170,192,0  
 353 DATA170,0,0,0,0,10,0,0,0,0  
 354 DATA0,0,0,0,0,0,0,0,0,0  
 355 DATA0,0,0,0,0,0,0,0,0,0  
 356 DATA0,0,0,0,0,0,0,0,0,0  
 357 DATA0,0,0,0,0,0,60,0,0,255  
 358 DATA0,0,255,0,0,255,0,0,255,0  
 359 DATA0,255,0,0,60,0,0,0,0,10  
 360 DATA0,0,0,0,0,0,0,0,0,0  
 361 DATA0,0,0,0,0,0,0,0,0,0  
 362 DATA0,0,0,0,0,0,0,0,0,0  
 363 DATA0,0,0,0,0,0,0,0,0,0  
 364 DATA170,0,3,170,192,3,235,192,3,235  
 365 DATA192,3,235,192,3,170,192,0,170,0  
 366 DATA0,0,0,10,0,0,0,0,0,0  
 367 DATA0,0,0,0,0,0,0,0,0,0  
 368 DATA0,0,0,0,0,0,0,0,0,0  
 369 DATA0,0,0,0,0,0,0,0,0,0  
 370 DATA0,0,0,2,130,128,10,170,160,14  
 371 DATA170,176,14,170,176,14,170,176,10,170  
 372 DATA160,2,130,128,0,0,0,10,0,0  
 373 DATA0,0,0,0,0,0,0,0,0,0  
 374 DATA0,0,0,0,0,0,0,0,0,0  
 375 DATA0,0,0,0,0,0,0,0,0,0  
 376 DATA0,0,0,0,0,0,0,10,0,160  
 377 DATA42,130,168,42,170,168,42,170,168,42  
 378 DATA170,168,42,130,168,10,0,160,0,0  
 379 DATA0,10,255  
 400 DATA32,32,32,32,68,83,69,65,67,67  
 401 DATA67,83,70,66,67,67,67,83,32,32  
 402 DATA32,32,71,83,32,32,32,32,68,83  
 403 DATA32,32,32,65,67,83,32,32,32,66  
 404 DATA67,83,32,32,32,32,68,83,32,32  
 405 DATA32,32,71,83,32,32,32,32,71,83  
 406 DATA65,67,67,67,67,83,66,67,67,67  
 407 DATA67,83,32,32,32,32,71,83,32,32  
 408 DATA32,32,68,83,32,32,32,32,68,83  
 409 DATA32,71,67,67,67,83,71,67,67,67  
 410 DATA67,83,32,32,71,67,67,83,32,32  
 411 DATA32,32,68,83,32,32,32,32,68,83  
 412 DATA32,32,32,32,68,83,32,32,32,32  
 413 DATA71,83,32,65,67,67,67,83,32,66  
 414 DATA67,67,67,83,32,32,32,32,68,83  
 415 DATA32,32,32,71,67,83,32,32,71,67  
 416 DATA67,83,32,32,32,32,68,83,32,71  
 417 DATA67,67,67,83,32,32,32,32,68,83  
 418 DATA32,32,32,32,71,83,69,65,67,67  
 419 DATA67,83,70,66,67,67,67,83,32,32  
 420 DATA32,32,71,83,32,32,32,32,68,83  
 421 DATA32,32,65,67,67,83,32,32,66,67  
 422 DATA67,83,32,32,32,32,71,83,32,32  
 423 DATA32,32,68,83,32,32,32,32,68,83  
 424 DATA32,32,69,70,32,32,32,32,32,32



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425 DATA32,32,67,67,32,32,32,32,32,71
426 DATA67,83,32,32,32,32,68,83,32,32
427 DATA71,67,67,83,32,32,32,32,68,83
428 DATA32,71,67,67,67,83,32,32,32,32
429 DATA68,83,32,32,32,71,67,83,32,32
430 DATA32,32,68,83,71,67,67,67,67,83
431 DATA32,32,32,32,68,83,32,32,71,67
432 DATA67,83,32,32,32,32,68,83,32,32
433 DATA32,32,68,83,32,32,69,65,67,83
434 DATA32,32,70,66,67,83,65,67,67,67
435 DATA67,83,66,67,67,67,67,83,32,32
436 DATA69,65,67,83,32,32,70,66,67,83
437 DATA71,67,83,83,83,83,32,32,67,67
438 DATA67,83,71,67,83,83,83,83,32,32
439 DATA71,67,67,83,32,32,32,71,83,83
440 DATA32,32,32,71,67,83,32,32,32,32
441 DATA71,83,69,65,65,65,65,83,70,66
442 DATA66,66,66,83,32,32,32,32,68,83
443 DATA32,32,83,67,67,83,65,67,83,32
444 DATA71,83,66,67,83,32,71,83,32,32
445 DATA83,67,67,83,32,32,32,32,71,83
446 DATA68,67,67,67,67,83,32,32,32,71
447 DATA67,83,32,32,32,71,67,83,32,32
448 DATA32,32,68,83,32,32,32,32,68,83
449 DATA32,32,32,32,68,83,32,32,65,66
450 DATA32,68,32,32,32,32,32,67,67,32
451 DATA32,32,32,32,32,32,72,83,32,32
452 DATA32,72,77,83,32,32,72,77,77,83
453 DATA32,32,73,77,77,83,32,32,74,77
454 DATA77,83,32,32,74,77,77,83,32,32
455 DATA75,77,77,83,32,32,76,77,77,83
456 DATA32,32,32,76,77,83,32,32,32,32
457 DATA76,83,32,32,32,32,68,83,65,67
458 DATA67,67,67,83,66,67,67,67,67,83
459 DATA32,32,32,32,68,83,32,32,32,32
460 DATA72,83,32,32,32,32,73,83,32,32
461 DATA32,32,74,83,32,32,32,72,77,83
462 DATA32,32,32,73,77,83,32,32,32,74
463 DATA77,83,32,32,72,77,77,83,32,32
464 DATA73,77,77,83,32,32,74,77,77,83
465 DATA32,32,75,77,77,83,32,32,76,77

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466 DATA77,83,32,32,32,75,77,83,32,32
467 DATA32,76,77,83,32,32,32,32,75,83
468 DATA32,32,32,32,76,83,32,32,32,32
469 DATA72,83,32,32,32,32,73,83,32,32
470 DATA32,32,74,83,32,32,32,32,75,83
471 DATA32,32,32,32,76,83,32,65,67,67
472 DATA67,83,32,66,67,67,67,83,32,32
473 DATA32,32,68,83,32,32,32,32,71,83
474 DATA32,32,32,32,71,83,32,32,32,32
475 DATA68,83,32,32,32,32,67,32,32,32
476 DATA32,32,67,67,32,65,66,32,32,32
477 DATA32,32,65,81,71,67,32,32,66,81
478 DATA32,32,78,83,83,81,32,32,79,83
479 DATA83,81,32,32,79,83,83,81,71,67
480 DATA79,83,83,81,32,32,80,81,82,81
481 DATA32,32,32,32,32,81,32,78,83,83
482 DATA32,81,32,79,83,83,71,81,32,79
483 DATA83,83,71,81,32,79,83,83,71,81
484 DATA32,79,83,83,71,81,32,79,83,83
485 DATA32,81,32,79,83,83,32,81,32,80
486 DATA81,82,32,81,32,32,71,67,32,81
487 DATA32,32,65,32,65,81,71,67,66,32
488 DATA66,81,32,32,32,65,32,81,32,65
489 DATA32,66,32,81,32,66,32,78,83,81
490 DATA32,32,32,79,83,81,71,67,32,79
491 DATA83,81,32,32,32,80,82,81,32,32
492 DATA32,32,32,81,78,83,83,83,71,81
493 DATA79,83,83,83,32,81,79,83,83,83
494 DATA71,81,79,83,83,83,71,81,88,88
495 DATA0,88,32,81,80,81,84,79,80,147
496 DATA148,227,123,227,67,66,77,66,65,83
497 DATA73,67,48,168,65,167,29,173,247,168
498 DATA164,171,190,171,128,176,5,172,164,169
499 DATA159,168,112,168,39,169,28,168,130,168
500 DATA209,168,58,169,46,168,74,169,44,184
501 DATA103,225,85,225,100,225,178,179,35,184
502 DATA127,170,159,170,86,168
600 IFD<2819THENPRINT"TOO LITTLE DATA":END
610 IFD>2819THENPRINT"TOO MUCH DATA":END
620 IFC<>150490THENPRINT"DATA ERROR":END
630 POKE198,2:POKE631,13:LOAD

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## Listing 3

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0 POKE860,80:PRINTCHR$(147):SYS49255
2 I=4:FORT=900TO908STEP2:POKET,I+1:POKET+10,I+3:POKET+20,I+2:I=I*2:NEXT
6 S1=54276:S2=54277:S3=54273:FORT=54272TO54296:POKET,0:NEXT:POKES1+20,31
8 POKES1+19,245:POKE899,17:V=53248:PRINTCHR$(149);CHR$(147):POKEV+24,29
12 SYS49685:SYS49653:POKEV+28,255:POKEV+37,11:POKEV+38,7:POKEV+39,1
13 FORT=820TO898:POKET,0:NEXT:POKEV+46,2:POKEV+15,100
14 POKEV,170:POKE2040,204:POKE2041,208:FORT=41TO45:POKEV+T,6:NEXT
90 POKE899,19:SYS49152:FORT=2042TO2046:POKET,212+RND(1)*8:NEXT:GOTO500
92 SP=0:A=50000:POKEV+1,0
94 G=255:FORT=4TO12STEP2:POKEV+T-1,G:POKEV+T,0:G=G-51:NEXT:POKEV+21,255
96 POKE1062,LI+47:SP=0
100 SYSA:P=PEEK(197):IFP=60ANDSP<11THENGOSUB200
110 IFPEEK(898)=0THEN100
120 GOTO300
200 SYS50625:POKES1,32:POKES2,14:FORT=2TO22STEP4:FORTT=24TOOOSTEP-30
202 POKES3,TT/T:POKES1,65:NEXTTT,T:SP=SP+1:POKE844,0:RETURN
300 POKEV+21,0
305 POKES1+7,64:POKES2+7,220:POKES3+7,11:POKES1+7,39
310 SYS49255:POKE898,0:LI=LI-1:IFLI<1THENS00
320 GOTO92
500 SYS50767:SYS49653:POKEV+21,0:POKE54296,0:POKE198,0:POKE898,0
502 GETA$:IFA$<>" "THENS02
504 POKE54296,31:SYS50625:SYS49685:POKEV+21,255:POKE198,0:LI=7:SP=0:GOTO92

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### THE SETTING

The game is set in New York City in the late 1990's. You role-play the part of a gangleader who controls a group of misguided youths. The city has severely deteriorated. The brave citizens who remain are now in a life and death struggle with the ever increasing number of drug-crazed street gangs. The New York Police Department is severely undermanned.

Your main goal is to become a very powerful gang. This is measured by building your gangs turf into one of the largest and by becoming one of the richest, toughest, and most notorious gangs in the city. This will allow you to enter the MOB, and maybe later, become the Godfather.

On a typical turn you could send your Pros, Punks and 'Cruits out to take over a couple of city blocks and ambush an enemy gang, rob or firebomb a building, buy and sell drugs, have yourselves a party, terrorize the residents, and much more.

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## EARTH WOOD

25 players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months, with the first knockouts usually starting after six months. Each player is either a king of a fantasy race or a powerful charismatic character. You can recruit trolls, wildmen and control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, workshop production, defences, and maintain and enlarge your army. With gold, your wizards undertake magical research. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in Earthwood. Earthwood is computer moderated but the turn sheets and replies are written in plain English. No need to look through complex charts and code books to understand this game.



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Further turns £1.75 each.

NEW

### CAPITOL

To enrol in Capitol send a £6.00 cheque/PO/International Money Order payable to KJC Games. For this you will receive the rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome.

## EARTH WOOD

To enrol in Earthwood send a £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50.

# KJC GAMES

Send to: KJC Games, PO Box 11,  
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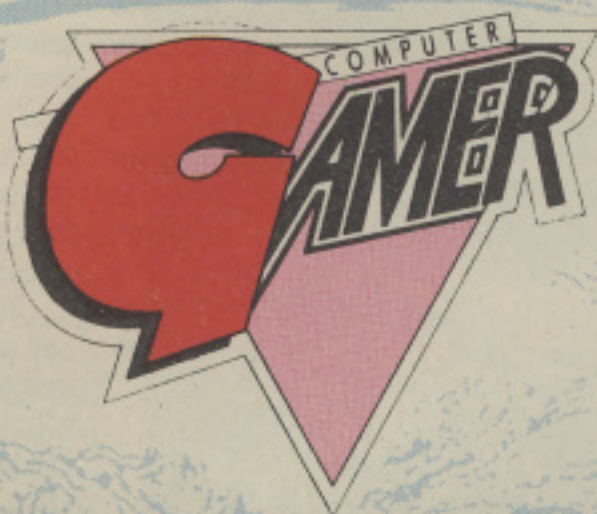
Welcome on - (0253) 866345





Once upon a time Gordon Hamlett was sitting comfortably in front of his computer reviewing the latest electronic novels — take a look over his shoulder

The adventure is dead, long live the adventure! The trouble is adventures don't seem to be called adventures any more, at least not on the other side of the Atlantic. The term was alright for early games in which commands such as 'kill troll' or 'push button' were all that was required by way of text, but with the added sophistication brought by disk-based systems and better parsers, a new name was required.

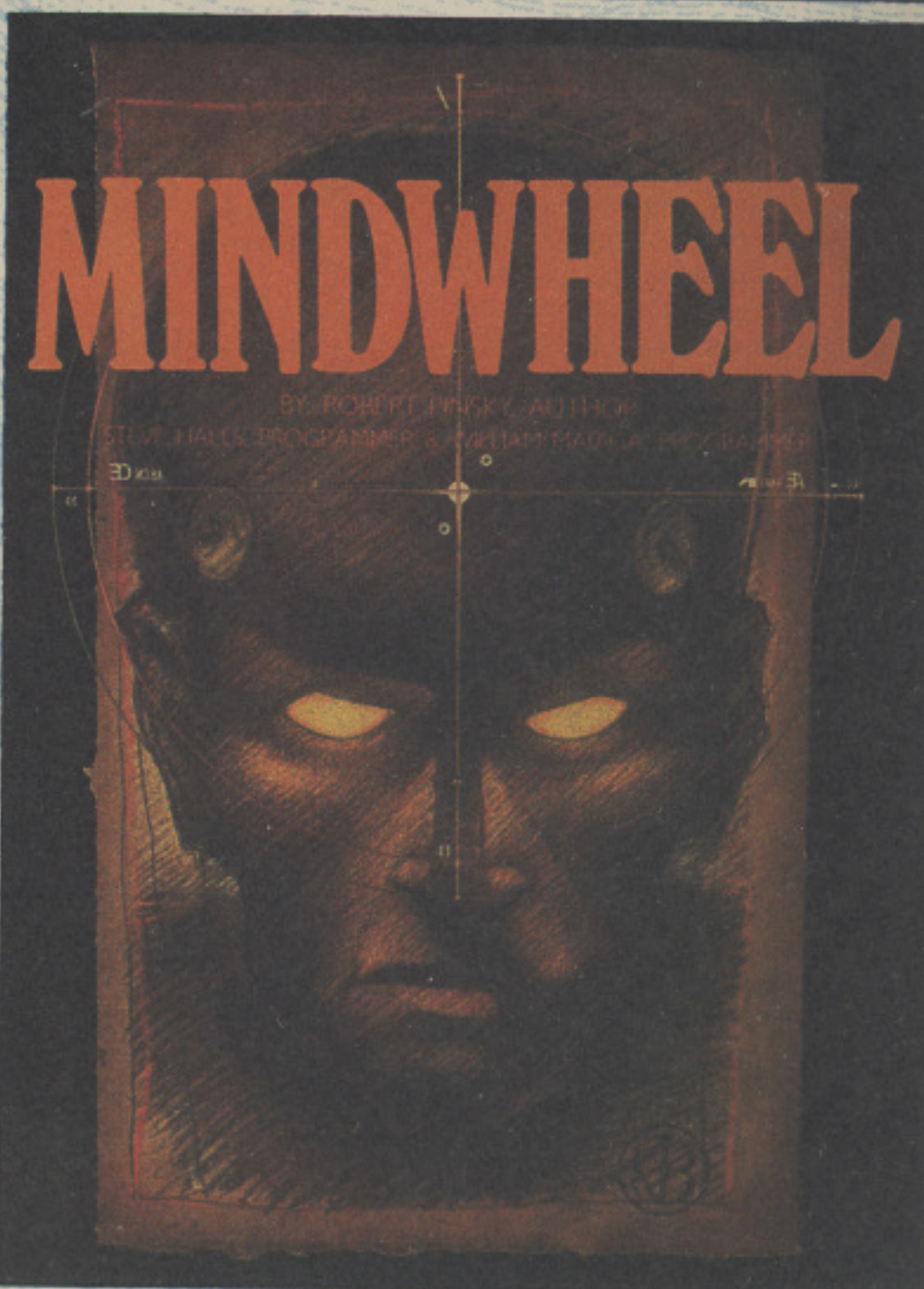
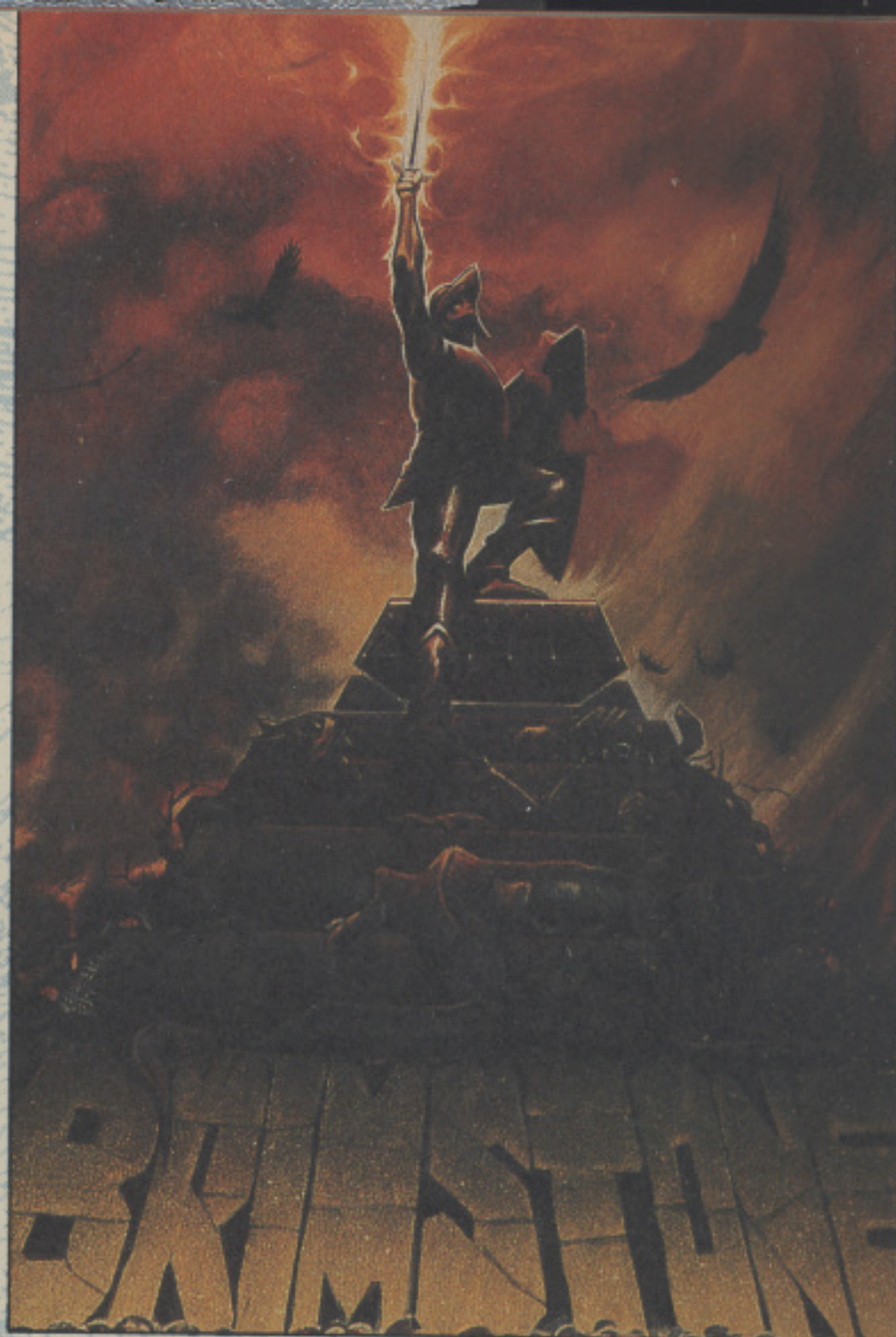
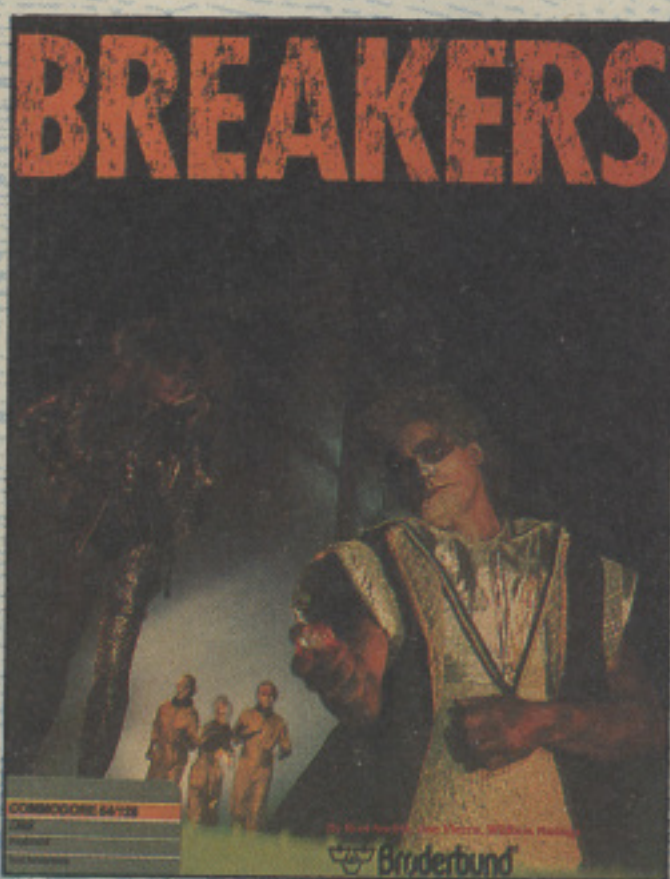


Infocom call their adventure games 'interactive fiction', while Broderbund has gone for 'electronic novel'. So does a different name mean a different type of game or is it just another case, as George Bernard Shaw said, of "two nations separated by a common language?"

Well, the new American adventures are different. Very different to the British ones. In fact, the only new British adventure which can hold a candle to the American ones is The Pawn from Rainbird. Whether Guild of Thieves, also from Rainbird, or Level 9's latest, Knight Orc, will rate remains to be seen as they have yet to be released.

The new American games score heavily on game size and presentation. The reason for the Americans pre-eminence is due, albeit very indirectly to Sir Clive Sinclair! Before the wits start flying, let me explain: Sir Clive's machines were incredibly popular and these machines were all cassette based so the British software industry mainly produces games on cassette. Apart from

The Pawn, can you think of any British game that has been written for disk only? The situation in the US and, to a large extent, in the rest of Europe is exactly the opposite. There, you can hardly sell a game on cassette so, as games are written for disk, they



# a novel experience



are a lot bigger. Games using two, three or four sides of disk are not uncommon and that adds up to an awful lot of program.

American packaging has always been special too — some would say over the top, but at least it makes you sit up and take notice. Infocom games come with goodies such as letters, maps, diaries and little novelties. This adds atmosphere and makes pirating more difficult as these extras contain vital clues. (Incidentally, we hope to bring an in depth article on Infocom next month).

The four new games looked at in this article are all from Broderbund. They are all similarly packaged: a 100 page book, hard-back in three out of four cases; two disks; reference card and 32 page colour catalogue. The books contain an introduction to the game's storyline, illustrations, spaces for notes and maps and details of the game's commands. All very professional.

The book is an essential part of the game — before starting a game you are asked a password which has to be looked up, ie what is the third word on line fourteen, page seventy-nine or whatever. Simple and effective, a wonderful anti-piracy device.

The storylines are excellent too. Original with logical plots and puzzles, they lead the player gently into the story which carries on where the book leaves off. The games are presented as stories too — hence the electronic novel tag. This means text only games with lots of text. Long descriptions of all sorts of things that cannot be illustrated — sounds and smells — again this adds considerably to the atmosphere.

The parsers are excellent too and the characters exhibit a fair amount of independence. Do nothing for a while and people come and go or talk to you. This 'independent' side of the gameplay has not yet been fully exploited but things have come a long way from Thorin singing about gold in *The Hobbits* although they are still fairly simplistic — Sir Bedivere plays old Northumbrian folk tunes he learnt as a child, for instance.

Is there nothing wrong with these games? Yes! They are very slow. The Commodore disk system is one of the slowest in the world, couple that with a system that accesses the disk for every command and you have some very long waits. So much so that you want to put the key into the disk drive and wind it up! But believe me, the wait is usually worthwhile.

So what of the games themselves? The four titles include an Arthurian fantasy, two space stories and a journey through four minds that defies description!

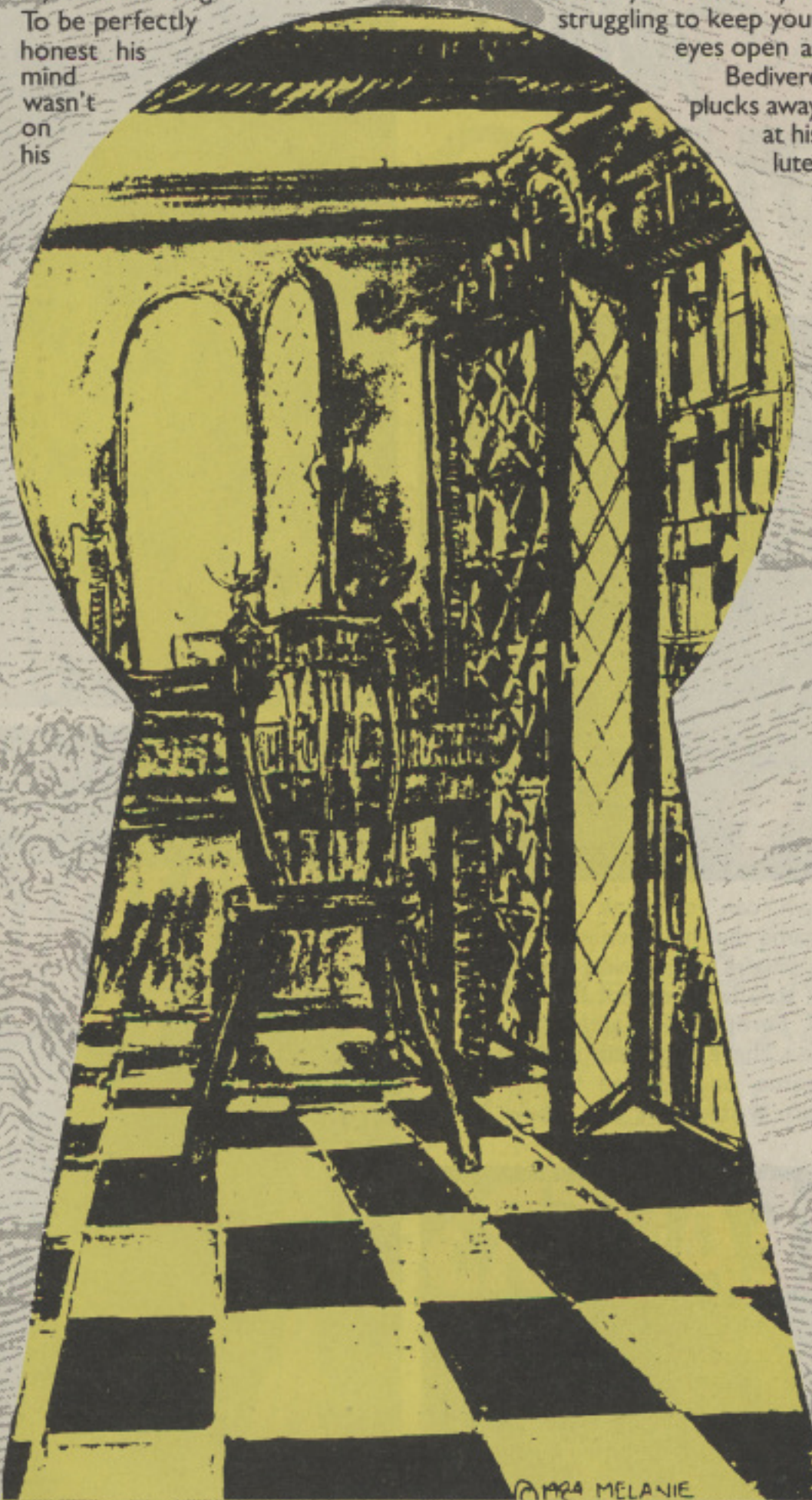
## BRIMSTONE

Jeremy Diddler was studying for his thesis in Obtuse Triangular Philology. His researches involved reading everything that he could lay his hands on the works of the mystic Saint Slog.

To be perfectly honest his mind wasn't on his

Gawain experienced a vision in a dream and had it written down. It is this story that appears in the Albion Manuscript and a combination of the magic book and the mystical software rights (?) lets you experience the same vision.

The story starts with you struggling to keep your eyes open as Bedivere plucks away at his lute.



research so it was then that he inadvertently stole the Albion Manuscript from the Belmont Museum — King Arthur was a lot more interesting than Saint Slog.

The manuscript dealt with the adventures of Sir Gawain, one of the knights of the Round Table, and, after reading it, Diddler mailed it to some friends in the computer industry. They, in turn, offered to try and release Diddler from jail in return for something called software rights after Jeremy was arrested for the theft of the manuscript.

The date is All Hallows, 1317.

Wandering through the castle, you meet a small girl who looks strangely familiar and your old battle tutor, Master Adam. You are drawn to a banquet and Guenevere asks you to join her. Treachery! She is an illusion and you quickly find yourself in court being tried by demons on a charge of trying to usurp the throne. The evil Morgain Le Fay is your chief accuser.

You are imprisoned in the same cell as a certain Jeremy Diddler but manage to escape with the help of a bat-eared gargoyle called Fum. He leads you into the underworld, Ulro, and here your quest really begins as you have but 24 hours to find the necessary exit and password to enable you to escape. Here you will encounter the magician Blake, the Green Knight and the White Apes of Ulro.

## MINDWHEEL

The apocalypse seems inevitable. The Federated Nations has collapsed and the cities have been given over to rioters. Tourists are being torn apart by wild dogs in Times Square and there is a reported gas leak in Geneva. Only one man understands the problem, Doctor Virgil, and he is looking for a volunteer to retrieve the one artifact that can save the planet. The Wheel of Wisdom.

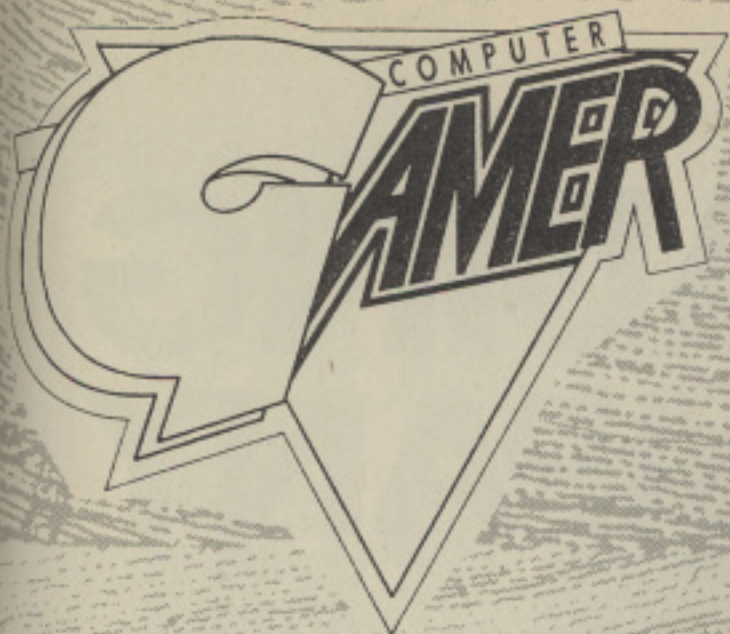
The Wheel can only be obtained from the Cave Master at the very dawn of time. To find him you must journey telepathically through four different but somehow interconnected minds. This is possible as a result of Dr Virgil's research into neuro-matrix mind travel.

Naturally, you volunteer and the story begins with Dr Virgil explaining various procedures to you. He then presses a switch. In front of you, you see a crowd going wild in what appears to be an auditorium. You are on stage, complete with backing group and bodyguards. You are in the mind of Bobby Clemon, the assassinated rock star. He is an odd character, half John Lennon, half Janis Joplin. Above you, the video screen is showing footage of your death intercut with other scenes. A thug rushes onto the stage to be diverted by a flying kung-fu tackle.

Obviously, the crowd expect

# a novel experience





you to do something but you don't recall having any musical talent, but you open the keyboard and tentatively play a few notes. To your surprise, they sound alright so you continue. The crowd calms down and Bobby's ghost appears next to you mouthing his old songs that you feel sure are significant.

A singer backstage beckons you to follow her up a long spiral staircase made of crystal. A huge cage blocks your way and the winged woman inside pleads with you to release her. This you can only do by answering a riddle. The cage dissolves and you are free to explore the castle.

The castle is the domain of The Generalissimo — your second mind. One of the most feared dictators of his time, he was immensely cruel and was eventually executed for crimes. A soldier, half turned to stone, blocks one path and a riddle locks another door beyond which an army of children with animal heads await.

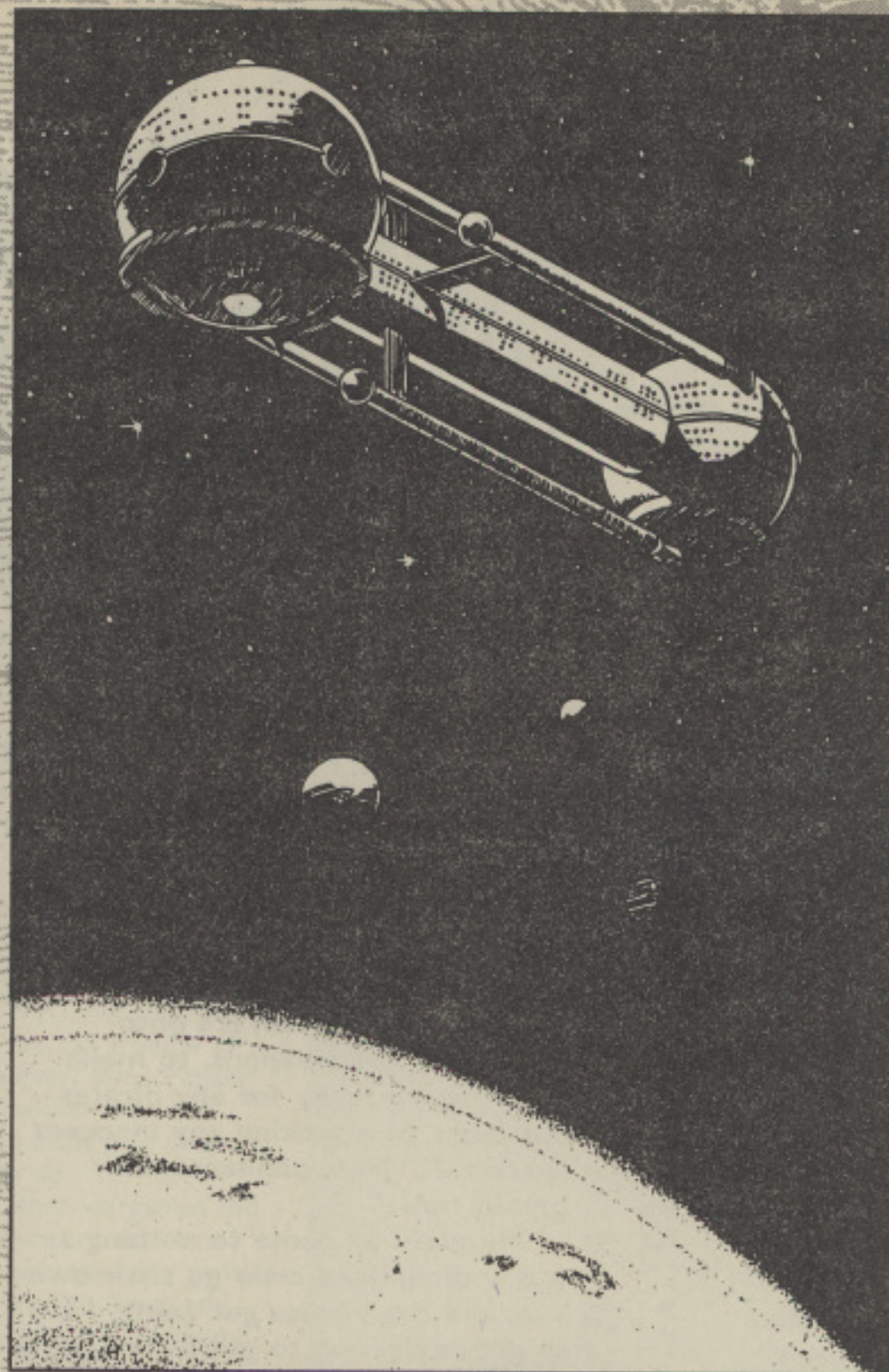
The other three characters whose minds you enter are no less weird and the same goes for the adventures they lead you on. One is a poet, put to death for his love of a princess; he wrote the great War Trilogy. The last is Dr Eva Fein, the female Einstein, her speciality is the field of the nature matter. A former schoolmate of The Generalissimo, she was forced to flee his evil regime. If all this sounds strange then, believe me, playing the game is even stranger.

## BREAKERS

Breakers are the sort of misfits who give cheap bars and dark alleys a bad name. Unfortunately, they are by no means the lowest form of life on the planet Borg. Hidden in the deep recesses of the outer tentacles of the Slug Nebula, Borg, the home of the Lau people, has become a haven for the evil.

Folklore myth says, however, that when a veil is drawn across the face of the constellation Garbo, the planet will either be destroyed or saved. Are you interested or would you rather order another drink?

The planet is supposed to be a centre for intergalactic slave traders. Everybody is on the make. The game starts with some friends covering your escape from a Gak patrol in a bar. Underneath a trap door you discover a red ball that you eventually manage to pick up.



An old newspaper cutting, used correctly, proves most useful when it comes to the gentle art of interrogation.

How many of your acquaintances can you trust? Bobo seems more interested in gold than you, then there is the enigmatic Panface and Betty, the barmaid with the heart of gold? Come to think of it, are you that sure of yourself, whoever you are? Why are you being followed by Nate Grey and how much does it cost to bribe a Gak? Find one of the seven shamen of Garbo and maybe you will live to answer these questions(.)

## ESSEX

A quick confession here. I haven't actually played this game as it turned out to be for the Atari plus two disk drives instead of the requested Commodore version, so this is a quick run down of the plot.

Although the Vollchons had been overcome in the Aracodus war, they have now risen up and are threatening all kinds of revenge. Their attack came as a total surprise to the Federation who were caught out.

Only one man can help the Federation, Professor Ignatz Klein, but he has crash landed on a distant planet and is missing presumed dead. He alone has the mathematic construct necessary to destroy the Vollchons. This is your only hope.

The only ship in the area is The Essex but its captain is no friend of the Federation. But if you can get aboard the Essex and deliver the sealed orders by hand then all may not be lost ...

## CONCLUSIONS

All the games are beautifully put together, both in terms of gameplay and in presentation. They are certainly expensive, but are still excellent value for money — you are paying for quality. How many times have you bought a £10 game and been disappointed with it? Broderbund's electronic novels, especially, are superb.

Your first task then is to save up and get yourself a disk drive if you don't already have one. Not just for the extra speed — certainly not on the Commodore! — but because it gives you access to much larger and more sophisticated games. Anyone who has tried to play Infiltrator or Gunship on cassette will know just how frustrating it can be. The future of computer games lies with disk games and the electronic novel. Remember you heard it first in Gamer!



# PSI-5 TRADING COMPANY

Flying freighters across the Parvin frontier is no picnic, particularly when you're carrying perishable goods and have to fend off swarms of pirates. My problem is I work for the Psi-5 Trading Company and I've got to get a load of Nucliarc to Kozzar-7. It's only 120 parsecs and it's 12 million on delivery but it's not going to be easy.

This crate they call a freighter has me on the bridge but I need somebody, or something, in engineering to get the crate moving; in navigation, to make sure we don't run into something; in scanners, to look out for pirates; in weapons, to blast any unwelcome visitors, and and a good repair man in case things don't go according to plan.

Don't get me wrong, there's plenty of crew around but I need a good crew. I'm down to a shortlist of six for each job and can even punch up a record telling me what they've done and any strengths or weaknesses, but how do you choose between Boris, a 47-year-old Jargonian, a robot and a pink alien called Yeela? Whoever I choose I'm bound to get it wrong.

Eventually, I get a crew together and, at last, I'm ready to go. The first job is to get in touch with engineering and let the guy know the priorities for energy as it's no good Yeela trying to fire the blasters if the engineer has channelled all the ship's power through his hi-fi! Then it's contact repairs, to make sure he knows

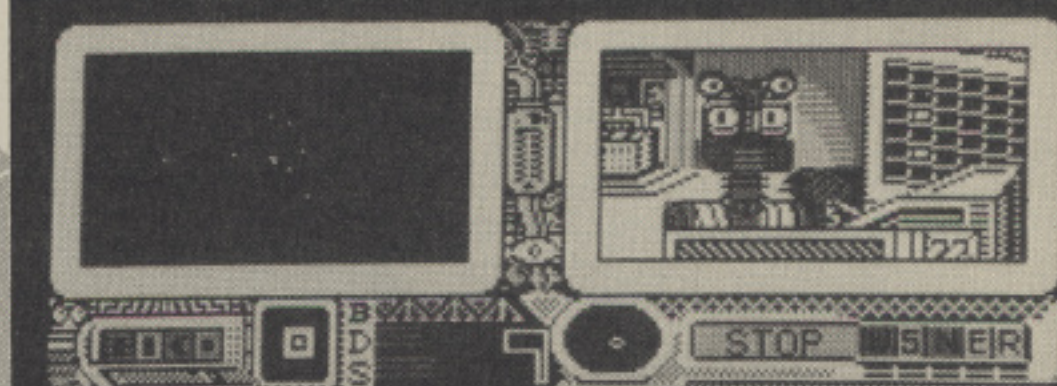
what to repair. Then it's onto navigation and weapons, to make sure they're ready for any pirates but don't go attacking any innocent spacecraft. Then pandemonium breaks out.

My plans all come to nothing as the undisciplined crew go their own way and the pirates get going. I try to get navigation to get us out using evasive manoeuvres and hope that repairs can keep everything together while weapons tries to fend off the marauding maniacs.

From a state of controlled panic things rapidly shift to the blind variety and both cargo and ship are lost, but, with a bit of luck, I'll have learnt something about the crew — enough to give me a fighting chance next time!

Then, at the end of a mission, I get a bill. It will be several games before I'll be able to pay this little lot off and get back into the black. I don't know when the Psi-5 Trading Company will ever actually make money, still it's good fun trying to.

**Title:** Psi-5 Trading Company  
**Computer:** Spectrum  
**Supplier:** US Gold (Accolade)  
**Price:** £9.99



```
NAV. -
Status Display 9 Rank Cancel Abort. <
NAVIGATION STATUS REPORT ETA= Unknown
Requested Current
Standard-Course= A Stopped--Course= A
Speed= 0 Speed= 0
ID Course-Description RETA RSK DIS ETA
A Shortest Path 0 255
B Medium Port 0 255
C Medium Starboard 37 255
D Full Port 49 255
E Full Starboard 35 255
```

## Weapons Department Candidates



Use cursor keys to select candidate  
Press space to see personnel file

## SCORELINE

Impact 75%  
Originality 85%  
Gameplay 60%  
X-Factor 45%

**OVERALL 66%**



# TANKS

Desert rats are the subject of PSS's latest in its excellent wargamer's series.

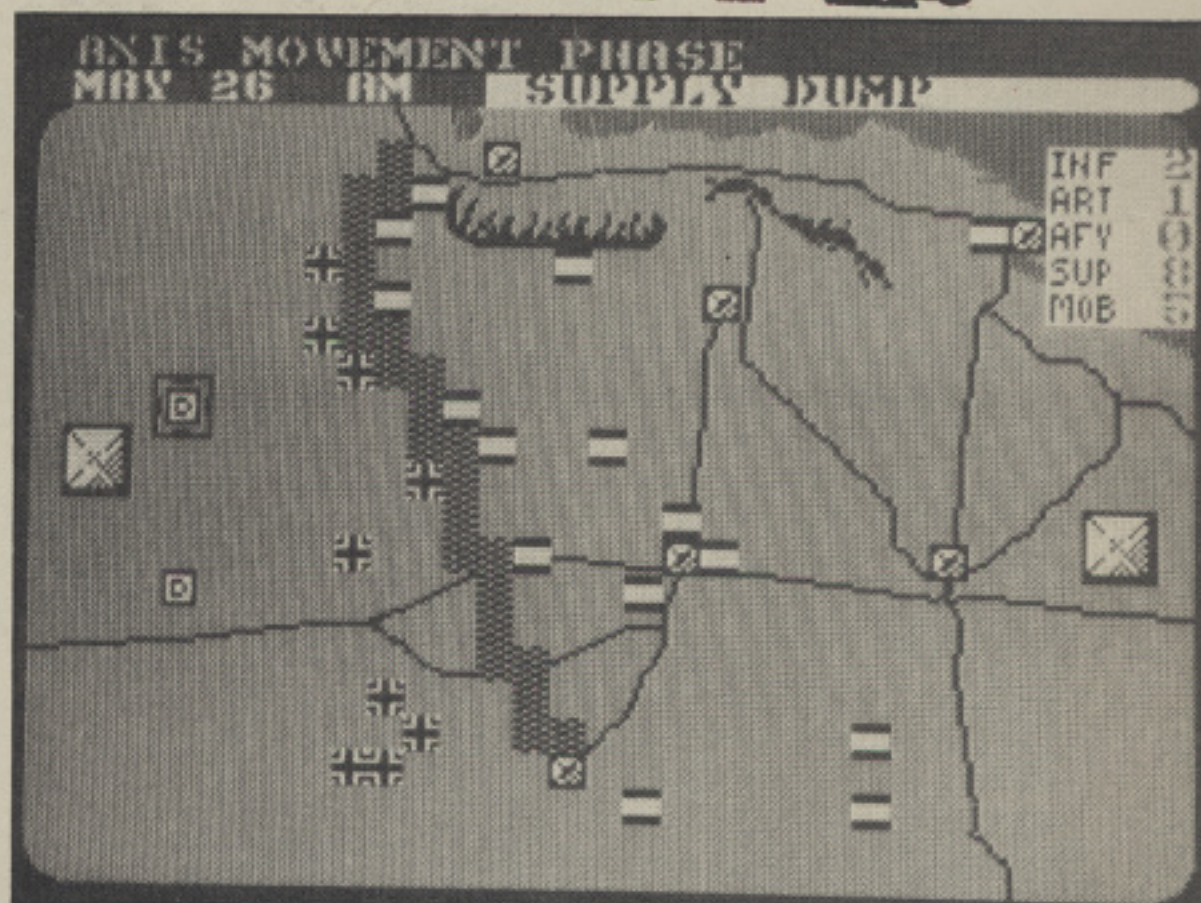
You take the part of the German forces who, led by Rommel, must cross the Gazala line to re-take Tobruk. Unfortunately, a quarter of a million mines and the combined British and Commonwealth forces stand in your way. But, luckily, the British haven't finished laying the half million mines that will form the Gazala line, so, if you attack now, using your air support and engineers efficiently, you stand a chance of taking Tobruk.

The game begins with the opposing forces facing each other across the massive minefield which not only dominates the map but also both sides' tactics. To work out your tactical strengths you place the command box cursor over your units, this enables you to evaluate their strengths from their values. Units include: infantry; artillery; armoured vehicles and supply. There are also supply and movement points.

**Title:** Tobruk  
**Computer:** Spectrum  
**Supplier:** PSS  
**Price:** £9.95

trucks that you can trundle around. However, some Panzer units move quicker than the trucks so you must give them time to catch up.

As with other wargames the game is played turn and turn about with each opposing general getting a chance to move and attack. After the second round comes the crucial, unique command phase in which you allocate air and engineering resources to any of the six missions. If the indicator then turns red the enemy has the advantage, yellow indicates a balance, but if you get the green light you're ahead so the mission can go ahead. This means your



If, however, you prefer action to strategy and fancy your chances as a tank commander you can select the game's arcade option. This decides the outcome of all battles on the basis of your performance in an arcade sequence. If you choose this option you are presented with a tank with icons for driving the tank, punching up a map, firing the main gun and blasting with a machine gun. Unfortunately, you can only perform one action at a time so you'll have to practise swapping around first to give you any chance of hitting the enemy tanks before they hit you! Be warned — your performance, no matter how dismal, decides the outcome of *all* battles so use the tank trainer program supplied with the game tape before risking anything in the real game.

Tobruk is undoubtedly one of the most enjoyable wargames ever, ideal for beginner and veteran alike.



## SCORELINE

Impact	85%
Originality	80%
Gameplay	80%
X-Factor	90%
<b>OVERALL</b>	<b>84%</b>

AH

Supply points are essential to both sides as without supplies — ie food, ammunition, fuel etc — any manoeuvre would be suicidal. The British get their supplies from the six oases, Tobruk being the most important, so these are your six prime targets. Cut the British supply lines and they will be forced to retreat. The Germans have two mobile supply

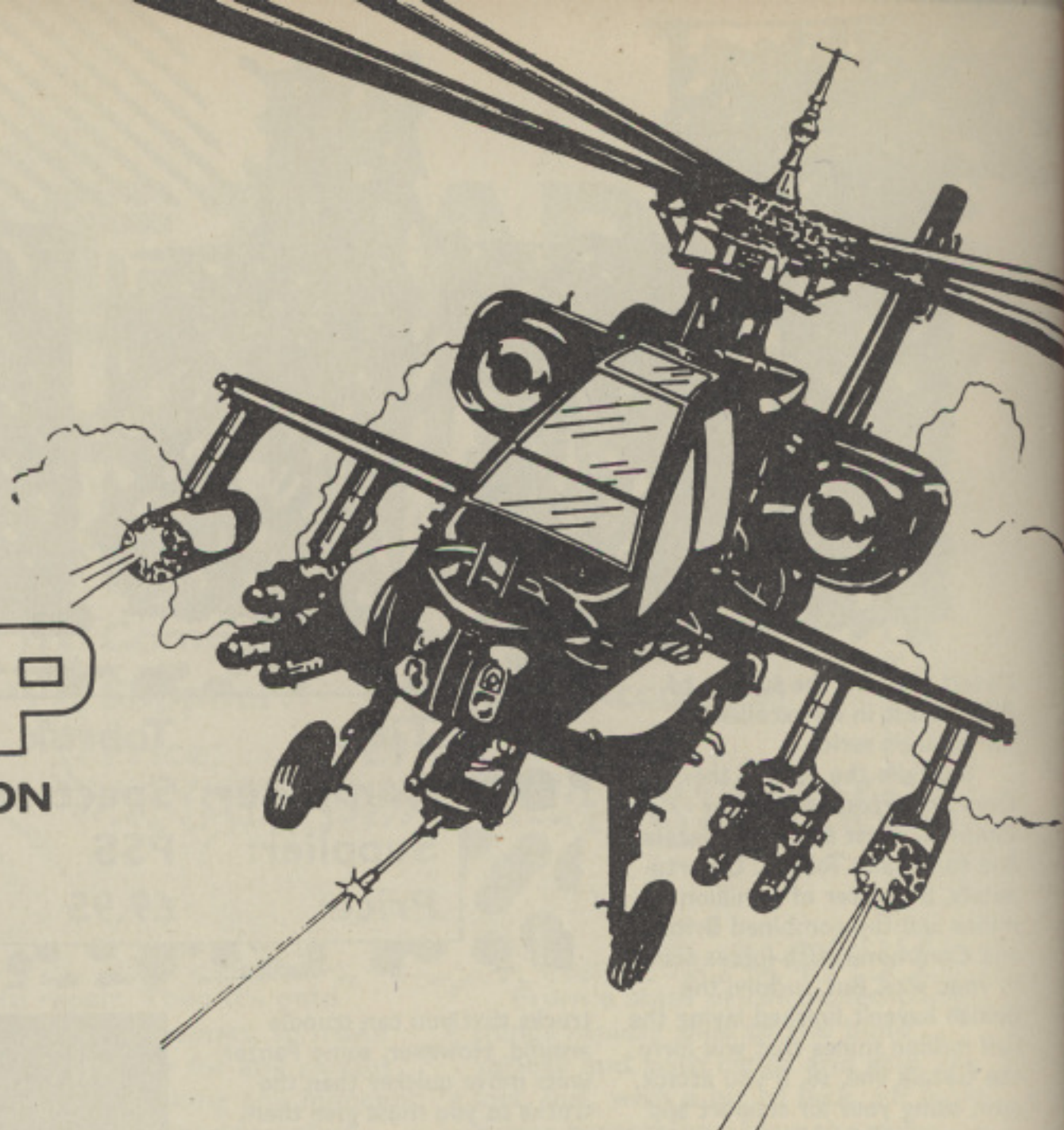
air forces, for instance, can fight it out with the enemy in the air and try to hit strategic map locations. These latter strikes can be highly effective so long as the unit you're aiming at doesn't move before you attack. You can also sabotage the enemy's attempts at recovery and clear a path through the mines to pave the way for a ground attack.





# GUNSHIP

THE HELICOPTER SIMULATION



Games don't get Gamer Golds for nothing and *Gunship* earned its last month. Now Gamer is offering 20 copies of the game — in conjunction with makers Microprose — to the first 20 readers to send in a completed wordsquare.

If you are on target it shouldn't prove too difficult, so set your sights on a free copy of this best-selling US game — which has had rave reviews over here — and take a shot at our competition. All you have to do is find the 12 words listed below that are hidden in the wordsquare. They may be either vertical or diagonal, but are all in straight lines, either backwards or forwards. Just circle them when you find 'em and send the completed square plus your entry form to Gamer.

But what about the game? Well, it is new in Britain but has sold more than 50,000 copies in the US and is so tough that the US Army now uses it to stress test pilots — pilots actually 'test flew' *Gunship* itself before it was released. The idea of the game is to gain promotion as a Gunship pilot through successfully completing a number of combat missions. *Gunship* is based on the AH-64A combat helicopter.

Interested? Well, get working, and make sure your entry reaches us by May 30. Send it to: Gunship Competition, Computer Gamer, ASP Ltd, 1 Golden Square, London W1R 3AB. But see entry rules at the back of the mag first!

MICROPROSE  
SIMULATION  
WILD BALL  
MIG ALLEY ACE  
GUNSHIP  
ACROJET  
SOLOFLIGHT  
TETBURY  
SILENT SERVICE  
AMERICAN  
COMPUTER  
SID MEIER

S	I	L	E	N	A	C	I	R	E	M	A	E
X	M	L	G	I	L	F	O	I	O	S	R	C
G	M	I	G	A	L	L	E	Y	A	C	E	I
U	C	B	C	C	R	C	G	L	C	R	T	V
N	J	D	G	R	Y	O	G	E	R	U	U	R
S	I	L	D	B	O	R	J	E	O	B	P	E
H	S	I	C	O	M	P	U	T	J	T	M	S
I	J	W	I	L	D	B	R	B	E	E	O	T
R	E	I	E	M	D	I	S	O	T	T	C	N
T	H	G	I	L	F	O	L	O	S	E	C	E
L	M	L	G	S	T	E	A	Y	L	E	T	L
P	I	H	S	N	U	G	M	I	C	R	O	I
T	S	N	O	I	T	A	L	U	M	I	S	S

Machine: C64/128, IBM, Apple, Atari ST, Spectrum, Amstrad CPC, Amiga (delete as applicable).

Name: .....

Address: .....

I agree to abide by the rules of the competition.

Signed: .....

Please mark envelope Gunship Competition.



# TREBLE TOPS

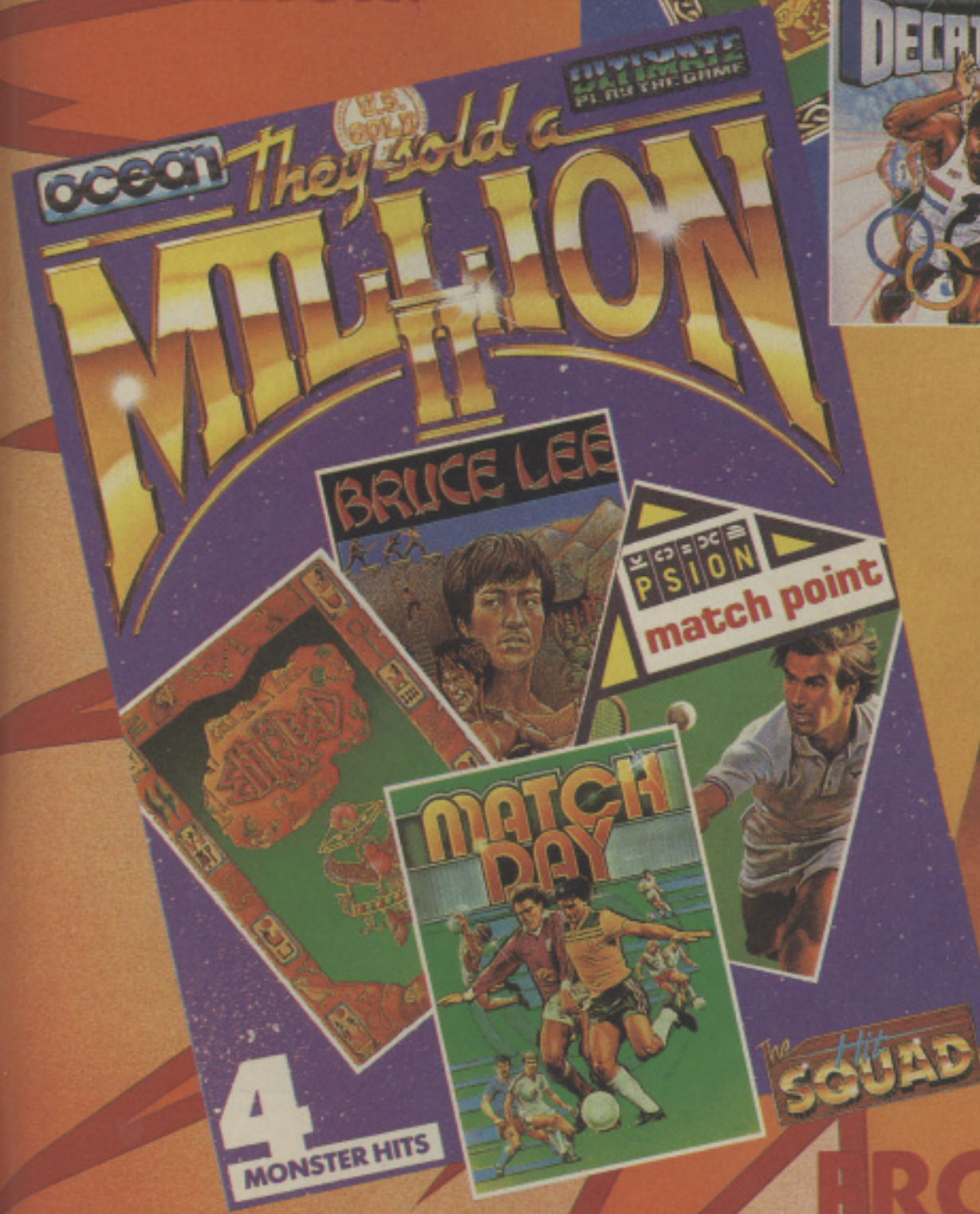
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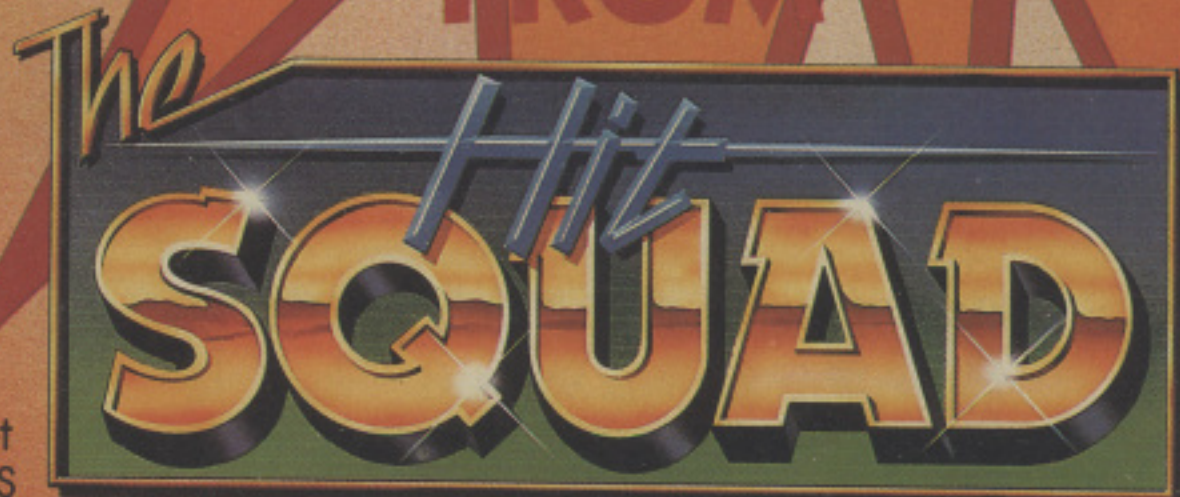
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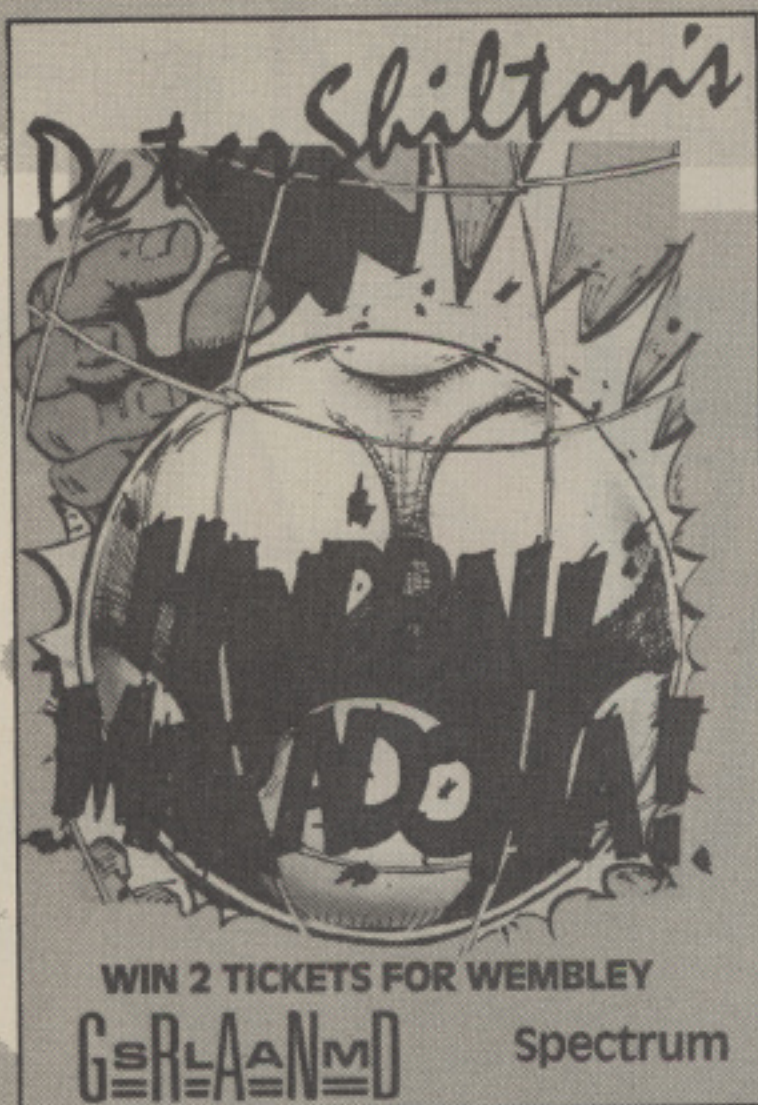
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**A**re you a sports freak? Well, Computer Gamer has a cut-price treat for you then. We are offering you a chance to buy three sports games from Argus Press Software for only £9.95.

These include the recent *Peter Shilton's Handball Maradona* in which you get to play one of the best goalies ever. The game features several different skill levels and practice as well as full matches.

The other two games are a golf number and *American Football*. The latter comes on the Bug Byte label and should be fun for Fridge fans.

The golf game is right on cue too as it

is golf supremo Nick Faldo's *Nick Faldo Plays the Open* on the Mind Games label. It sets you down on the St George's course in Sandwich.

Fancy this little lot then? Great fun for armchair players, eh! If you do all you have to do is fill in the order form below and send it to Argus Press Software (address on the form). And if you like what you get look out for more special offers in the future.

#### Sports Alive Order Form Computer Gamer May 1987

##### APS Offer

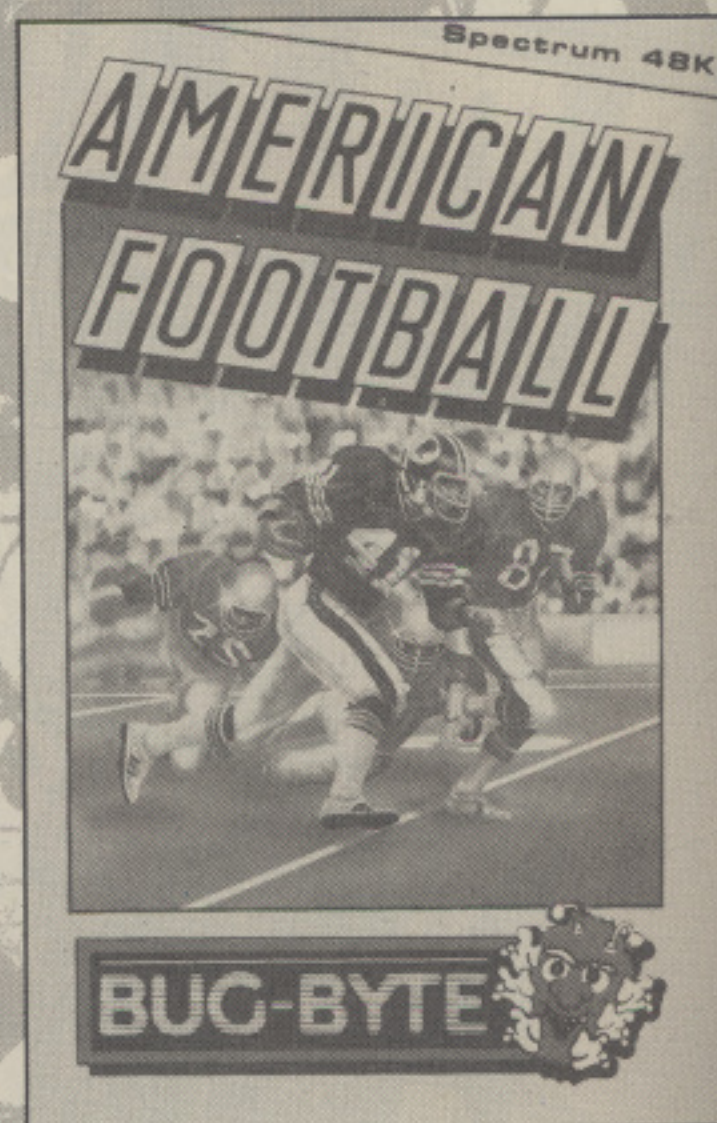
Name .....

Address .....

**Machine:** Amstrad CPC, Commodore 64, Spectrum 48K/128K (delete as necessary)

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Please make payable to Argus Press Software and send your order to: Computer Gamer Games Offer, B and C Distribution, Units 1/2 Conlon Developments, Watery Lane, Darwin, Lancs BB3 2ET.



**Three games for  
the price of one!!**



This game is likely to set two records before it is even loaded! First, for the longest title and, second, for the heaviest package — the disk comes with a 930 page reference book.

Aimed at 11 to 15 year olds, the game is actually a mixture of game and geography tutor. But don't let that put you off. It is fun. You play the part of a private detective trying to track down Carmen Sandiego's notorious gang as they make their way across the world with their ill-gotten gains.

It all starts with a telex from Interpol informing you that a priceless treasure has been stolen from one of 30 capitals around the world. These include well-known cities

docks, here you get clues as to where chummy may have fled. For example, if the librarian told you that the suspect asked for a book on the Eiffel Tower, it is a reasonable assumption that Paris should be your next port of call. Each investigation takes a certain amount of time so that you have to balance the gaining of information against your deadline — you only have one week. Flights also take time and you need to sleep.

Evidence must also be found on the suspect in order to make a correct identification and get a warrant issued. Usually, three pieces of personal data have to be fed into the Interpol computer before you are

Geographical information is taken in indirectly — no-one makes you sit down and learn anything. The one major drawback as I see it is the book — the American 1986 World Almanac. There is so much information in it that actually extracting any can be very frustrating. A lot of people have difficulty understanding a railway timetable, so a book like this is likely to be over-



## WHERE IN THE WORLD IS

**Title:** Where in the World is Carmen Sandiego?



Thailand is about the size of Texas and is bordered by Burma, Laos, Cambodia and Malaysia. This nation used to be called Siam.

See connections  
Depart by plane  
Investigate  
Visit Interpol



**Computer:** C64  
**Supplier:** Broderbund  
**Price:** £1.99

## CARMEN SANDIEGO?

like London and Paris and some more obscure ones — hands up if you can mark Moroni or Kigali on a map.

To catch the big boss you must first identify him or her and then get a warrant for arrest. Next you have to find him or her. The obvious starting point is the scene of the crime — this is where each case begins. Here, you have four alternative courses of action: you can check with the airport for the available flight connections; you can catch a plane; you can investigate yourself or you can contact Interpol.

In each capital there are three places to investigate — eg the library, stock exchange,

absolutely sure of who you are chasing, both Scar Graynolt and Fast Eddie B may have tattoos and wear a ring but only Fast Eddie goes mountaineering.

So why the need for a reference book? Well, the chances are, for instance, that you don't know which country has the baht as its unit of currency so you need to look it up — not all clues are as easy as the one about the Eiffel Tower. You need to know about flags, famous buildings, main industries and major provinces.

The presentation of this game is excellent, it has nice cartoon graphics and simple controls — all menu driven.

whelming. A junior version of the book, or even a database on the disk, would have been preferable. The book apart though, I can think of worse ways of revising for a geography exam.

### SCORELINE

Impact	80%
Originality	75%
Gameplay	90%
X-Factor	70%
<b>OVERALL</b>	<b>81%</b>





**T**he program allows you to take control of any team (there are 20 listed in two data statements, but they can be changed). You work through the competition until you lose a match or, of course, win the cup in the final!

When the program is run, you select either a novice, amateur or professional manager. The menu is then displayed. From this the user must first select a team out of the 20. They can then either enter the players' names (20 in all) or play the next round. If they don't enter the names then they are set up to be *Goalkeeper, Defender 1, Defender 2, Defender 3, Midfield 1*, etc. The names, if not already entered, can be entered any time throughout the program. A list of your squad can be seen via option 3 in the menu.

When option 6 is selected, the next round is played. The opposition is selected at random, although the program stores the names of each opposition, so they cannot be replayed in that particular competition. The user must then pick his team — *11 players and 4 subs* — from the squad. The game is then played through, displaying the minutes and the current score. At any time in the game a sub can be brought on (2 maximum). At half-time and full-time a report of the game is given and a list of scorers can be shown if desired. A newsflash

is also displayed at the end of the match showing which team has won (if any).

If after full-time the match is drawn, a replay will be played (or extra-time if in the final — if this ends in a draw there is a replay). After a win, the team carries onto the next round, eventually the final!

After a match has been won the player returns to the menu. Whilst in the menu the player can view results so far, view how many goals each

player has scored and as mentioned before, enter the squad's names if not already done so, and of course play the next round.

The result of each match is dependent on which players the user selects for each particular match. Each player is given a rating of 1 to 5 before any match and the higher the value of each player picked the more likely it is that goals will be scored. Their form goes up and down after each match.

```

10 REM ***** F.A Cup Trail *****
20 REM ***** By. Mark Gidley *****
30 REM ***** 29-31 August '86 *****
40 :
50 *FX200,1
60 REM Leave out above until fully
   debugged
70  MODE7:VDU23;11,0;0;0;0;0:H=&7C00:
PROCINIT:PROCSKILL:PROCEND
80  DEFPROC1:M%=0:Z%=2:H%=1:PROCJEB
90  PROCX:END
100 DEFPROCK:H%=1:C$="1st half":E%=0
:F%=0:Q%=1:U%=1:G%=45:K%=4:I%=0:C=FALS
E
110 I%=I%+1:B%(I%)=0:D%(I%)=0:IFI%<2
0 GOTO110 ELSE ENDPROC
120 DEFPROCINIT:DIMA$(20),B$(20),E$(
20),A$(20),B%(20),D%(20),C$(20),D$(100
),C%(4,8),G%(8),F%(20):I%=0:REPEATI%=I
%+1:C%(4,I%)=0:UNTILI%=8
130 DATA Arsenal,Aston Villa,Charlto
n,Coventry,Everton,Leicester,Liverpool
,Luton Town,Manchester C,Manchester Ut
d,Newcastle Utd,Norwich,Nottingham F,O
xford United,Q.P.R,Sheffield Wed
140 DATA Southampton,Spurs,Watford,W
est Ham
150 DATA Goalkeeper,Defender 1,Defen
der 2,Defender 3,Defender 4,Midfield 1
,Midfield 2,Midfield 3,Forward 1,Forwa
rd 2,Forward 3,Sub 1,Sub 2,Sub 3,Sub 4
,Sub 5,Sub 6,Sub 7,Sub 8,Sub 9
160 RESTORE150:FORI%=1TO20:READB$(I%

```

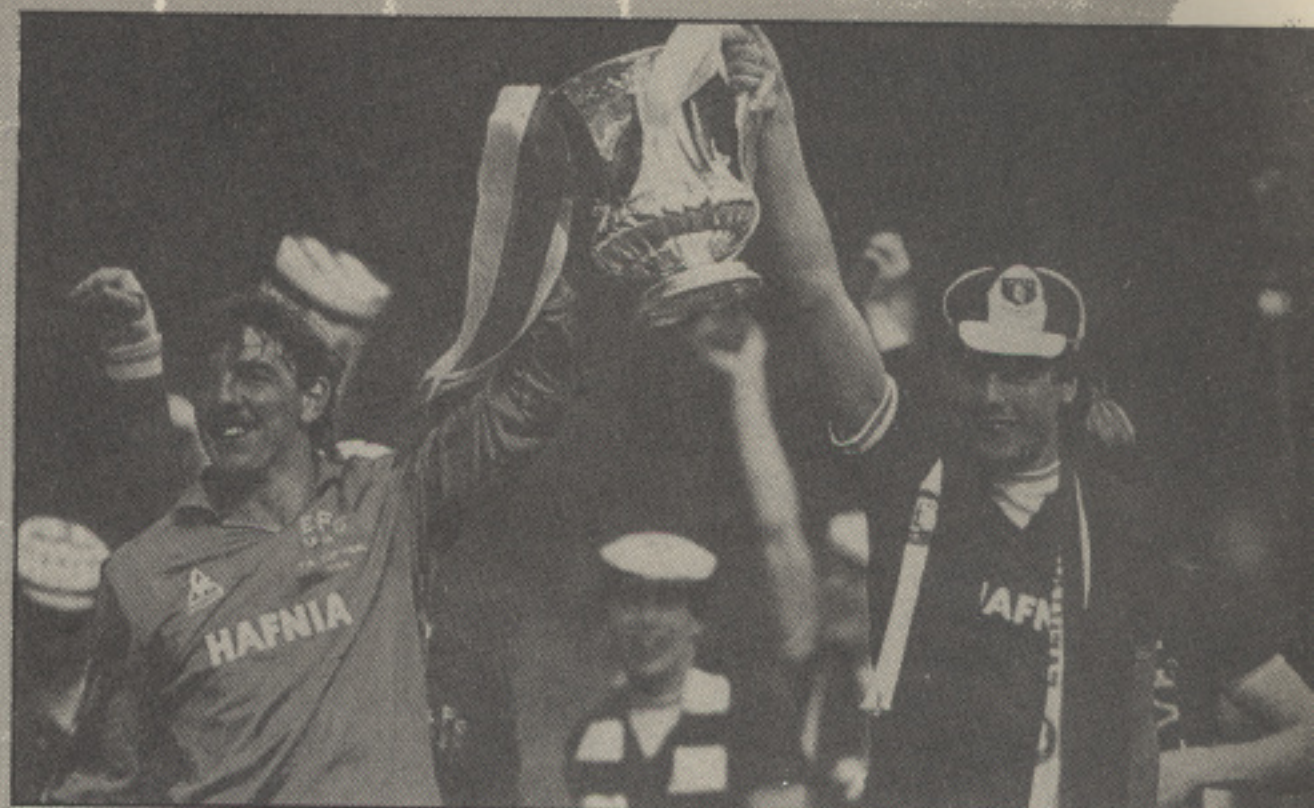
# FA CUP



```

):NEXT:FORI%=1TO11:A%(I%)=0:NEXT:RESTO
RE130:FORI%=1TO20:READA$(I%):NEXT:C%=0
:p=FALSE:B%=1:R%=1:F=FALSE:ENDPROC
170 DEFPROCa:PROCd(10,2,131,130,1,"S
ELECT TEAM ")
180 y%=6:J%=1:REPEAT A$=CHR$(J%+64)+
)+A$(J%)+STRING$(28-LEN A$(J%)," "):P
ROCd(8,y%,129,0,0,A%):IFJ%=50RJ%=100RJ
%=150RJ%=20 y%=4:PROCb
190 y%=y%+2:J%=J%+1:UNTILJ%=21:GOTO1
80
200 DEFPROCb:PROCd(10,18,131,130,1,"
SELECT TEAM "):PROCd(2,20,131,130,1,"
OR PRESS <RETURN> FOR MORE ")
210 C%=GET:C%=C%-64:IF C%>0 AND C%<2
1 p=TRUE:SOUND1,-15,150,2:PROCB ELSE I
F C%=-51 ENDPROC
220 SOUND1,-15,150,2:GOTO210
230 DEFPROCc:CLS:PROCd(10,1,135,132,
1,"Team Selector "):I%=0
240 I%=I%+1:IFI%>9 N%=1 ELSE N%=2
250 A$="Player":PROCU:PRINT:CHR$130;
".....":IF I%<20 GOTO240
260 VDU23;11,255;0;0;0:I%=0:REPEAT I%
=I%+1
270 PRINTTAB(18,I%+3);".....":IN
PUTTAB(18,I%+3)"B$(I%):IFLENB$(I%)>9
SOUND1,-15,150,2:GOTO270
280 IFB$(I%)="SOUND1,-15,150,2:GOTO
270 ELSE UNTIL I%=20
290 VDU23;11,0;0;0;0:ENDPROC
300 DEFPROCu:PRINTTAB(2,I%+3);CHR$12
9CHR$157CHR$131;A$:SPCN%;I%:" ";CHR$1
56;:ENDPROC
310 DEFPROCp:PRINTTAB(0,6);CHR$131CH
R$157CHR$129;"On-field players Su
bstitutes ";CHR$156:FORI%=1TO11:PRINT
TAB(1,I%+7);CHR$130;:IFI%<10PRINT;" ";
I%;ELSEPRINT:I%;
320 PRINT;" ";CHR$134;B$(A%(I%));" (
";E%(A%(I%));" )":NEXT:FORI%=1TO4:PRINT
TAB(21,I%+7);CHR$130;I%:" ";CHR$134;B$
(A%(I%+11));" (";E%(A%(I%+11));" )":NEX
T:ENDPROC
330 DEFPROCx:PROCV:CLS:PROCG:PROCd:P
ROCE:PROCC:PROcj:SOUND1,-15,150,5:N%=1
:REPEATIF H%>9 N%=0
340 PRINTTAB(19,15);CHR$129CHR$157CH
R$131;"Minutes gone : ";SPCN%;H%:" ";
CHR$156:PROCC:c%=0
350 c%=c%+1:IFRND(2000)=105 F%=F%+1:
D%(U%)=H%:U%=U%+1:PROCC
360 IFRND(T%)=105 E%=E%+1:B%(Q%)=H%:
PROCW:Q%=Q%+1:PROCC

```



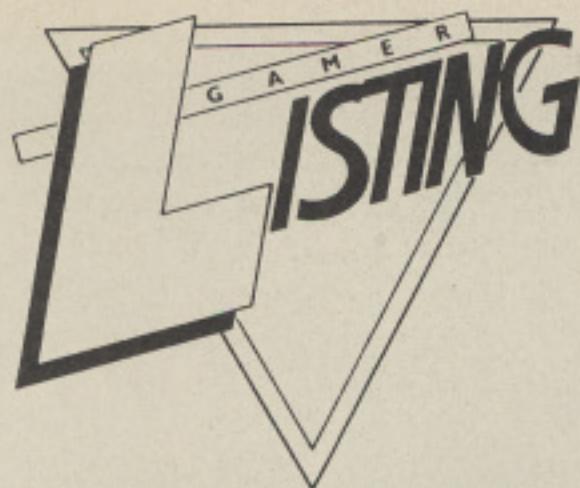
```

370 IFINKEY-82 PROCh:PROCC
380 IFc%<50GOTO350
390 H%=H%+1:UNTILH%>6%:IFG%=30 E=FAL
SE
400 IFG%=45 E=TRUE
410 IFG%=90 E=FALSE
420 PROCi:END
430 DEFPROCe:PROCd(2,8,134,0,0,A$(C%
)):PROCd(2,11,134,0,0,A$(D%)):ENDPROC
440 DEFPROCc:PROCd(25,8,130,0,0,STR$
(E%)):PROCd(25,11,130,0,0,STR$(F%)):EN
DPROC
450 DEFPROCj:PRINTTAB(0,15);CHR$129C
HR$157CHR$131;C$;" ";CHR$156:ENDPROC
460 DEFPROCi:SOUND1,-15,140,5:TIME=0
:REPEATUNTILTIME>70:IF E=TRUE SOUND1,-
15,140,20:CLS ELSE SOUND1,-15,140,5:TI
ME=0:REPEATUNTILTIME>70:SOUND1,-15,140
,15:CLS:*FX15
470 PROCG:IF E=TRUE A$="HALF TIME RE
PORT "ELSE A$="FULL TIME REPORT "
480 PROCd(8,4,131,129,1,A%):PROCE:PR
OCC:A%=1:PRINTTAB(4,10);:IFB%(1)=0GOTO
500
490 PRINT:B%(A%);:A%=A%+1:IFB%(A%)=
0 GOTO500 ELSE PRINT;" ,":GOTO490
500 A%=1:PRINTTAB(4,13);:IFD%(1)=0GO
TO520
510 PRINT:D%(A%);:A%=A%+1:IFD%(A%)=0
GOTO520 ELSE PRINT;" ,":GOTO510
520 c$="Press"+CHR$131+"1"+CHR$130+"
to list scorers or":PROCA:PROCd(X%-1,1
8,130,0,0,c%):c$="C"+CHR$130+"to conti
nue":PROCA:PROCd(X%-1,20,131,0,0,c%)
530 A=GET:IFA=49PROCE:GOTO470
540 IFA=67 AND E=TRUE GOTO570
550 IFA=67 AND E=FALSE GOTO1210
560 SOUND1,-15,150,2:GOTO530
570 H%=45:C$="2nd half":G%=90:PROCX
580 DEFPROCe:IFB%(1)=0 GOTO530 ELSE
FORI%=7 TO23:PRINTTAB(0,I%);SPC40;:NEX
T:PRINTTAB(0,8);:VDU129,157,131:PRINT;
"Name of Hot Shot Minute scored ";
CHR$156:A%=1
590 IFB%(A%)>9 N%=0 ELSE N%=1
600 PRINTTAB(5,A%+9);C$(A%);TAB(24);
SPCN%;B%(A%):IFB%(A%+1)=0 GOTO610 ELSE
A%=A%+1:GOTO590
610 PRINTTAB(2,23);CHR$129;"Press 'S
PACE' to return to report":REPEATUNTIL
GET=32:CLS:ENDPROC
620 DEFPROCch:IFK%=2SOUND1,-15,50,2:E
NDPROC
630 FORI%=3TO23:PRINTTAB(0,I%);SPC40

```

# TRAIL





```

::NEXT:PROCP:*FX15,1
640 PRINTTAB(0,22);CHR$134;"Number o
f PLAYER to be removed : ";:INPUTT
AB(34,22)""a%: IFA%<00Ra%>11SOUND1,-15,
50,2:GOTO640
650 IFA%=0 GOTO680 ELSE PRINTTAB(0,2
2);SPC39:PRINTTAB(0,22);CHR$134;"Numbe
r of SUB to replace ";B$(A%(a%));TAB(0
,23);CHR$134;": "
660 INPUTTAB(3,23)b%: IFb%<10Rb%>4PRI
NTTAB(3,23);SPC35;:SOUND1,-15,50,2:GOT
O660
670 PRINTTAB(0,22);SPC78:PRINTTAB(0,
21);CHR$131;B$(A%(b%+11));" has replac
ed ";B$(A%(a%)):O%=A%(a%):P%=A%(b%+11)
:a%=B$(O%):b%=B$(P%):B$(O%)=b$:B$(P%)=
a%:c%=F%(O%):F%(O%)=F%(P%):F%(P%)=c%:c
%=E%(O%):E%(O%)=E%(P%):E%(P%)=c%:K%=K%
-1:PROCR
680 FORI%=3TO23:PRINTTAB(0,I%);SP
C40;:NEXT:PROCD:PROCE:PROCC:PROCC:PRIN
TTAB(2,18);CHR$134;"Press 'S' to bring
on a substitute":PROCE:PROCC:PROCC:EN
DPROC

```



```

690 DEFPROCm:PROCP
700 PRINTTAB(5,22);CHR$131;"Is this
squad O.K boss ?":A=GET:IFA=78 J=TRUE
ELSEIFA=89 J=FALSE:ENDPROC
710 VDU7:GOTO700
720 DEFPROCd(a,b,V%,W%,b%,Z$):a%=CHR
$141+CHR$V%:IFb%=1 a%=a%+CHR$157+CHR$W
%
730 GOSUB740:b=b+1:GOSUB740:ENDPROC
740 PRINTTAB(a,b);a%;Z$;:IFb%=1 VDU1
56:RETURN ELSE RETURN
750 DEFPROCg:p%=A$(C%)+ " Team Manage
r ":c%=p%:PROCA:PROCd(X%-3,1,129,131,
1,p%):ENDPROC
760 DEFPROCd:c%="F.A Cup ":B$="Round

```

```

"+STR$(B%):IF B%=6 B$="Quarter-final
" ELSE IF B%=7 B$="Semi Final"ELSE IF
B%=8 B$="Final"
770 c%=c%+B$+" ":PROCA:PROCd(X%-3,4
,131,129,1,c%):IFK%>2 PRINTTAB(2,18);C
HR$134;"Press 'S' to bring on a substi
tute":ENDPROC ELSE ENDPROC
780 DEFPROCb:PROCI:CLS:PROCC:PROCCg
790 PROCd(7,2,130,135,1,"The F.A Cup
Trail "):RESTORE920:Y%=5:n%=1:REPEAT
READt$:PROCd(0,Y%,131,0,0,t$+" "+STRIN
G$((33-LENT$),".")+ " "+STR$(n%))*FX15
,0
800 n%=n%+1:Y%=Y%+2:UNTILn%=8:PROCd(
11,20,134,0,0,"Select Option "):B=0:O
=0:A=0
810 REPEATa=GET:A=A-48:IFA>0 ANDA<8
O=A:GOTO830
820 IFA<-35 VDU7:GOTO810 ELSE GOTO8
40
830 PROCd(0,5+(2*B),131,0,0,""):A=A-
1:PROCd(0,5+(2*A),134,0,0,""):B=A
840 UNTILA=-35:IFO=1 AND F=FALSE SOU
ND1,-15,150,2:CLS:PROCa ELSE IFO=1 GOT
O810
850 IFO=2 AND p=TRUE AND F=FALSE SOU
ND1,-15,150,2:CLS:F=TRUE:PROCD ELSE IF
O=2 GOTO810
860 IFO=3 AND p=TRUE SOUND1,-15,150,
2:CLS:PROCL:PROCR ELSE IF O=3 GOTO810
870 IF O=4 AND p=TRUE SOUND1,-15,150
,2:PROCM ELSE IF O=4 GOTO810
880 IF O=5 AND p=TRUE SOUND1,-15,150
,2:PROCN ELSE IF O=5 GOTO810
890 IF O=6 AND p=TRUE SOUND1,-15,150
,2:CLS:PROCI ELSE IF O=6 GOTO810
900 IF O=7 SOUND1,-15,150,2:CLS:PROC
f
910 IFO>0 ANDO<8 CLS:GOTO790 ELSE GO
TO810
920 DATA SELECT TEAM,SELECT SQUAD,VI
EW SQUAD,VIEW RESULTS,VIEW SCORERS,PLA
Y NEXT ROUND,QUIT
930 DEFPROCr:PRINTTAB(6,23);CHR$131;
"Press 'SPACE' to continue":REPEATUNTIL
GET=32:ENDPROC
940 DEFPROCc:FORI%=5TO23:PRINTTAB(0,
I%);SPC40;:NEXT:ENDPROC
950 DEFPROCL:c%=A$(C%)+ " 's Full Squa
d ":PROCA:PROCd(X%-3,0,129,131,1,c%):
PRINTTAB(0,2);CHR$129CHR$157CHR$131;SP
C7;"Name";TAB(31,2);"Form";:FORI%=1TO2
0:PRINTTAB(1,I%+2);CHR$130;:IFI%<10PRI
NT;" ":I%;ELSEPRINT;I%;
960 PRINT;" "):CHR$134;B$(I%);TAB(30,
I%+2);STRING$(E%(I%),CHR$255):NEXT:END
PROC
970 DEFPROCJEB:I%=0
980 I%=I%+1:A%(I%)=0:IFI%<20 GOTO980
ELSE GOTO990
990 CLS:PROCG:PROCD:PRINTTAB(2,18);S
PC38:PROCH:IF C=TRUE PROCY
1000 IFM%<1 GOTO1020 ELSE PROCY:I%=0
1010 I%=I%+1:A%(I%)=0:IFI%<20 GOTO101
0 ELSE GOTO1030
1020 PROCZ
1030 CLS:PROCL:M%=1
1040 PRINTTAB(0,23);CHR$133;"PLAYER T
O BE PICKED : ":INPUTTAB(23,23)""S%:IF
S%>0ANDS%<21GOTO1060
1050 PRINTTAB(23,23);SPC16;:VDU7:GOTO

```



```

1040
1060 I%=0
1070 I%=I%+1: IF A%(I%)=S% VDU7:GOTO1040
1080 IF I%<15GOTO1070
1090 IF M%-1<11 A$="P" ELSE A$="S"
1100 SOUND1,-15,150,2:A%(M%)=S%:PRINT
TAB(0,A%(M%)+2);A$:PRINTTAB(23,23);SPC
3;:M%=M%+1:IF M%<16GOTO1040
1110 GOTO990
1120 DEFPROCA:X%=(40-LENc$)/2:ENDPROC
1130 DEFPROCY:RESTORE1150:FORL%=1 TO2
:READc$,Y%:PROCA:PROCd(X%-2,Y%,130,0,0
,c$):NEXTL%:REPEATAX%=GET:IFAX%=80 GOTO9
0 ELSEIF AX%=67 AND C=FALSE ENDPROC
1140 VDU7:UNTILFALSE
1150 DATA Press 'P' to continue,18,or
'C' to re-enter team,20
1160 DEFPROCW
1170 a%=RND(19)+1:a$=B$(a%):I%=0
1180 I%=I%+1: IF a%=A%(I%) C$(Q%)=a$:D
$(R%)=a$:R%=R%+1:ENDPROC
1190 IF I%=11 GOTO1170 ELSE GOTO1180
1200 GOTO1170
1210 CLS:c$="*** NEWS FLASH *** ":PR
OCA:PROCd(X%-3,8,129,131,1,c$):c$=A$(C
%)+ " "+STR$(E%):PROCd(5,11,134,0,0,c$
):c$=A$(D%)+ " "+STR$(F%):PROCd(5,13,134
,0,0,c$):FORI%=1TO20:C$(I%)="":NEXT
1220 C=FALSE:D=FALSE:c$=A$(C%):G=FALSE
E: IF E%<F% c$=A$(D%):G=TRUE ELSE IF E%
=F% OR E%=F% AND G%=30 c$="There will
be a replay":D=TRUE
1230 IF E%=F% AND B%=8 AND G%<>30 c$=
"There will be a extra time":C=TRUE:D=
FALSE
1240 PROCA:PROCd(X%-3,17,130,0,0,c$):
IFE%=F% GOTO1280
1250 IF E%>F% AND B%=8 PROCS
1260 c$="are through to round "+STR$(
B%+1):IF B%+1=6 c$="are through to the
Quarter Finals" ELSE IF B%+1=7 c$="ar
e through to the Semi Finals" ELSE IF
B%+1=8 c$="are through to the F.A Cup
Final !"
1270 PROCA:PROCd(X%-3,19,130,0,0,c$)
1280 C%(1,B%)=E%:C%(2,B%)=F%: IF C=TRU
E PROCj ELSE IF D=TRUE C%(4,B%)=1
1290 A=INKEY700:B%=B%+1: IF G=TRUE PRO
Ck
1300 IF D=TRUE B%=B%-1:PROCT
1310 PROCB
1320 DEFPROCI
1330 D%=RND(20): IF D%=C% GOTO1330
1340 FORI%=1 TO8: IF D%=G%(I%) GOTO133
0 ELSE NEXT:C%(3,B%)=D%:G%(B%)=D%:ENDP
ROC
1350 DEFPROCK:CLS:c$="YOU ARE OUT OF
THE F.A CUP ":PROCA:PROCd(X%-3,10,129
,131,1,c$):I=INKEY400:END
1360 DEFPROCm:PROCc:c$=A$(C%)+ "s res
ults ":PROCA:PROCd(X%-3,4,130,135,1,c
$): IF B%=1 c$="No matches yet played":
PROCA:PRINTTAB(X%,9);c$:PROCR:PROCB
1370 FORI%=1 TOB%-1:a$=".....":b$=
" Round "+STR$(I%)+ " ":IF I%=6 b$=" Qu
arter Final " ELSE IF I%=7 b$=" Semi F
inal "ELSE IF I%=8 b$=" F.A Cup Final
"
1380 c$=a$+b$+a$:PROCA:PRINTTAB(X%-3,
8);CHR$129CHR$157CHR$131;c$;" ";CHR$1

```

```

56:a$=A$(C%):b$=A$(C%(3,I%)):c$=a$+STR
ING$(17-LENa$,".")+STR$(C%(1,I%))+ "
"+b$+STRING$(17-LENb$,".")+STR$(C%(2,I
%)):PROCA:PRINTTAB(0,10);c$
1390 IF C%(4,I%)=1 c$="After a replay
":PROCA:PRINTTAB(X%,12);c$
1400 A=GET:FORAX%=8TO23:PRINTTAB(0,A%
);SPC40;:NEXT,:ENDPROC
1410 DEFPROCT:PROCg:PROCK:PROCI:PROCB
1420 DEFPROCn:I%=0
1430 I%=I%+1:F%(I%)=0: IF I%<20GOTO1430
1440 CLS:c$=A$(C%)+ "s leading scorer
s ":PROCA:PROCd(X%-3,0,129,131,1,c$):
A%=1:c$="Compiling data ...":PROCA:PRO
Cd(X%-2,10,130,0,0,c$)
1450 I%=1
1460 IF B$(A%)=D$(I%) F%(A%)=F%(A%)+1
1470 I%=I%+1: IF I%<101GOTO1460
1480 AX%=AX%+1: IFAX%<21GOTO1450
1490 PRINTTAB(0,10);SPC39:PRINTTAB(0,
11);SPC39:PRINTTAB(0,2);CHR$129CHR$157
CHR$131;" Name of Player";TAB(20);"Num
ber of goals":FORI%=1TO20:PRINTTAB(4,I
%+2);CHR$134;B$(I%);TAB(21);STRING$(F%
(I%),CHR$255):NEXT:PROCR:ENDPROC
1500 DEFPROCj:I=INKEY400:C$="Extra ti
me":G%=30:C%(4,8)=2:PROCI:PROCB
1510 DEFPROCS:c$="have won the F.A Cu
p !!!":PROCA:PROCd(X%-1,19,130,0,0,c$
):FORAX%=1TO3:FORI%=1TO180STEP5:SOUND1,
-15,I%,1:SOUND2,-15,I%,1:NEXT:FORI%=18
0TO1STEP-5:SOUND1,-15,I%,1:SOUND2,-15,
I%,1:NEXT:NEXT:END
1520 DEFPROCH:c$=A$(C%):PROCA:PROCd(X
%-2,8,135,0,0,c$):c$=A$(D%):PROCA:PROC
d(X%-2,12,135,0,0,c$):PROCd(17,10,135,
0,0,"v"):ENDPROC
1530 DEFPROCF:I%=0:REPEATI%=I%+1:C%(4
,I%)=0:UNTILI%=8:C%=0:p=FALSE:B%=1:R%=
1:F=FALSE:ENDPROC
1540 DEFPROCZ:c$="PRESS SPACE TO CONT
INUE":PROCA:PROCd(X%-1,20,130,0,0,c$):
REPEATUNTILGET=32:ENDPROC
1550 DEFPROCV:CLS:a=K%:K%=1:PROCd:K%=
a:PROCH:PROCZ:ENDPROC
1560 DEFPROCg:FORI%=1TO20:E%(I%)=RND(
5):NEXT:ENDPROC
1570 DEFPROCQ:t%=0:FORI%=1TO11:t%=t%+
E%(A%(I%)):NEXT:T%=skill%- (t%*38):ENDP
ROC
1580 DEFPROCf:c$="Quit (Y/N)":PROCA:P
ROCd(X%-1,10,130,0,0,c$)
1590 A=GET: IF A=89 CLS:END ELSE IF A=
78 CLS:GOTO 790 ELSE VDU7:GOTO1590
1600 DEFPROCSKILL:c$="The F.A Cup Tra
il ":PROCA:PROCd(X%-3,5,130,135,1,c$)
:C%=9:RESTORE 1630:FOR K%=1TO3:READ a$
:c$=STR$(K%)+ " "+a$:PROCd(8,C%,131,0,0,
c$):C%=C%+2:NEXT:c$="Select skill leve
l":PROCA:PROCd(X%-1,17,129,0,0,c$)
1610 A=GET:A=A-48: IF A<1 OR A>3 THEN
GOTO1610 ELSE PROCd(8,9+((A-1)*2),134,
0,0,""):c$="---"+CHR$130+"Press SPACEB
AR to enter menu"+CHR$131+"---":PROCA:
PROCd(0,21,131,0,0,c$)
1620 PROCCAL:REPEATUNTILGET=32:ENDPRO
C
1630 DATA Novice,Amateur,Professional
1640 DEFPROCCAL: IF A=1 skill%=2500 EL
SE IF A=2 skill%=3000 ELSE skill%=3500
1650 ENDPROC

```





# RATTLE OF WITS!

Take a shot at our war quiz and you could win three great war strategy games and a sweatshirt.

- Question 1.** What year was the Battle of Hastings?  
a) 1066                      b) 1086                      c) 1006
- Question 2.** The assassination of the Archduke Franz Ferdinand in Sarajevo caused the First World War, when did it happen?  
a) June 1918    b) June 1914    c) February 1915
- Question 3.** Armistice Day (Poppy Day) commemorates the end of the First World War, was it...  
a) 11 November 1918    b) 10 November 1981  
c) 12 December 1919
- Question 4.** Where is Berlin?  
a) France                      b) Western Europe  
c) Communist Eastern Europe

- Question 5.** When did the bombing of Warsaw — which marked the outbreak of World War Two — take place. Was it on...  
a) 3 September 1939    9 September 1938  
c) 16 August 1938

- Question 6.** What happened at Hiroshima and Nagasaki in 1945?  
a) The Second World War ended    b) Two atom bombs were dropped    c) Reagan and Gorbachev held first Star Wars talks.

## Tie-breaker:

What makes a great leader?

A great leader .....  
.....

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SSI Competition

Gamer May

Name .....

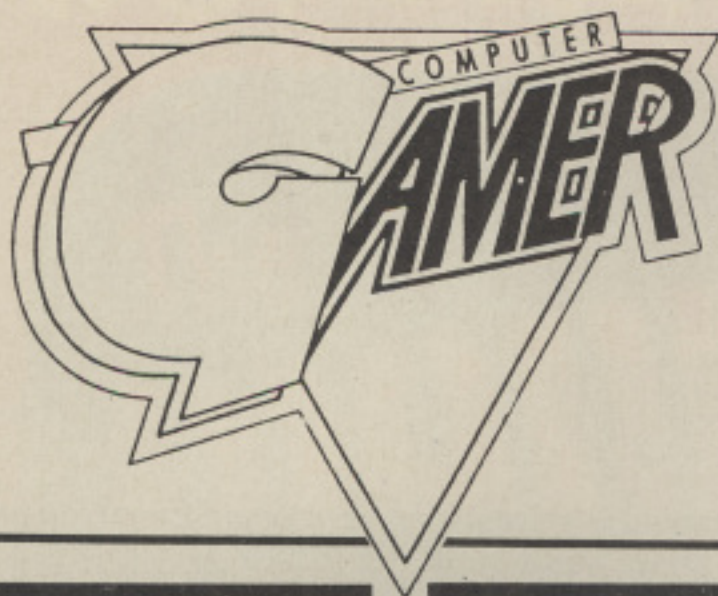
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Computer owned (C64, Atari, Atari ST Amiga, Apple (delete as necessary) I agree to abide by the rules of the competition.

Signed .....

nb: Please write answers and tie-break on back of envelope

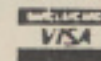




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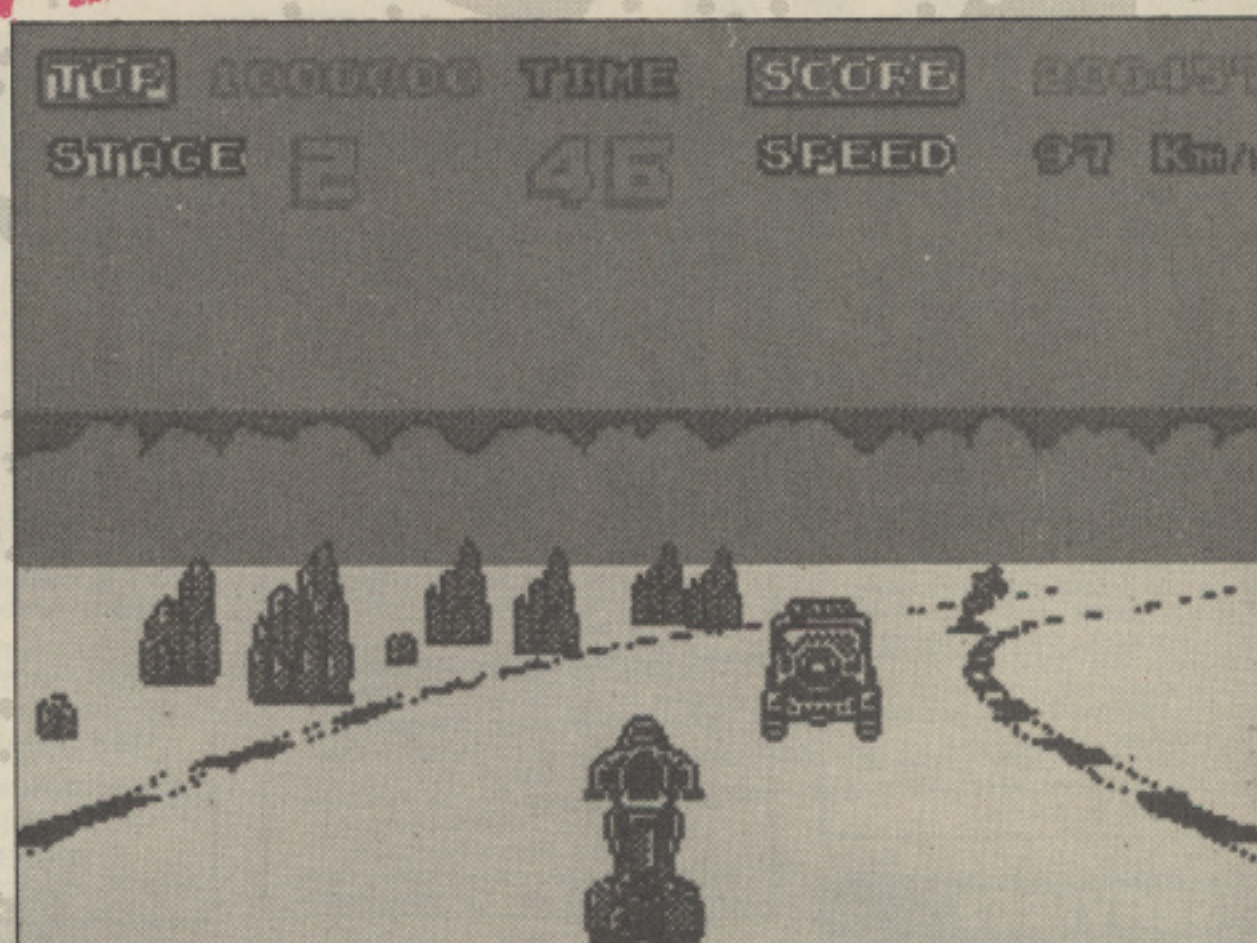
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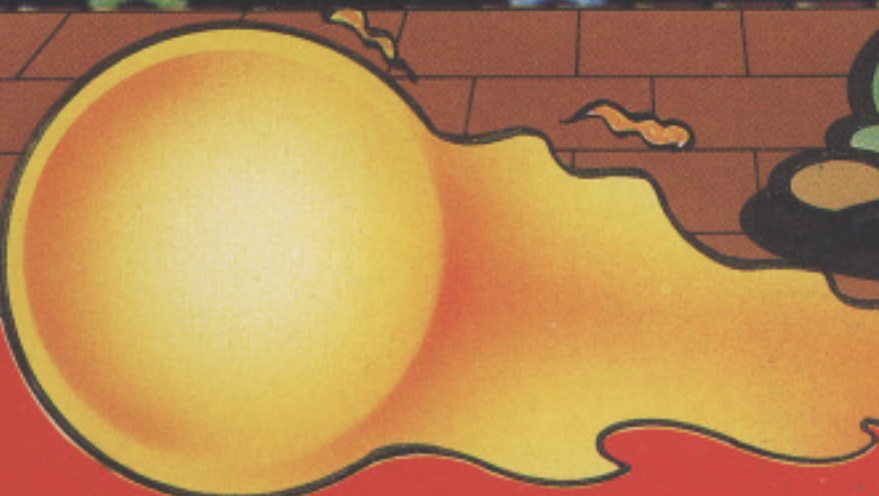
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